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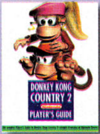

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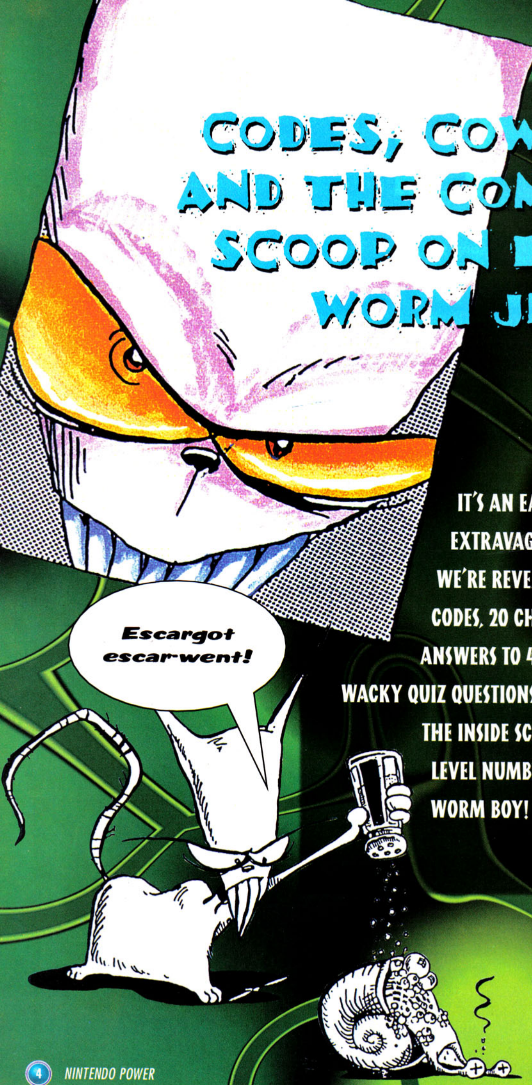
CODES, COWS AND THE COMPLETE SCOOP ON EARTHWORM JIM 2!


Escargot escar-went!

IT'S AN EARTHWORM JIM 2 EXTRAVAGANZA! THIS MONTH WE'RE REVEALING 11 STAGE CODES, 20 CHEAT CODES AND ANSWERS TO 46 OF SALLY'S WACKY QUIZ QUESTIONS. WE EVEN HAVE THE INSIDE SCOOP ON SECRET LEVEL NUMBER 37! TAKE THAT, WORM BOY!

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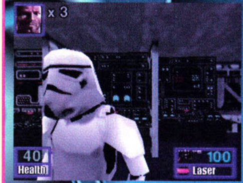
SHADOWS of the EMPIRE

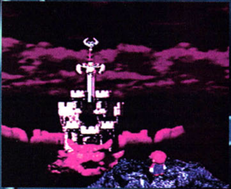


This month we go behind the scenes at LucasArts to get a sneak peek at its new Star Wars adventure for the N64, and it's a beauty. Turn to page 10 and see for yourself. Galactic warfare has just entered a new dimension.

KILLER INSTINCT 2

Rule your arcade! We have the killer codes and cutting-edge combos that will put you in control. Paper, Rock and Scissors has never been played like this! Our 12-page coverage begins on page 24.

SUPER MARIO RPG



The Smithy Gang is cutting loose in the Mushroom Kingdom and beyond. Now Mario and Bowser have to bury the hatchet and team up to take on the buddies.

PLAYER'S PULSE

In Volume 80 we asked what you thought of the new look to Nintendo Power. Here's a small sampling of the many comments we've received.

Render unto Vamooshka

CHRONO
TRIGGER

I like the new design of Nintendo Power a lot ... It seems less childish than before. As for the look of Arena: the Battle Zone is a pretty cool idea, but the overall look of Arena seems too "gray" and "sterile" and "flat" or something. Which brings me to the entire mag: the rendered graphics are nice, but sometimes I think there're too many of them. They end up looking, as I said, "flat" and "sterile." Classified Info is ... well ... it just doesn't seem right without the manila envelope-colored pages. All the other aspects of the magazine are great. Also, I notice in January's Bonus Issue (which was very nice) in the background of the Player's Pulse there were drawings of EarthBound that looked like there were drawn by the same guy who did one of the pieces of envelope art. Did you take that guy's drawings and use them as the background?

Vamooshka
via America Online

Yes, the background art was drawn by Ferquin Root, who also contributed a nice piece of envelope art to our Volume 80 gallery.

Nintendo Power
Player's Pulse
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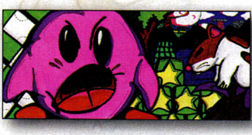
Back to the Future

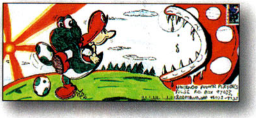
First of all I would like to say that I love your magazine and read it all of the time.

The Bonus Issue and the Nintendo 64 video I got were really cool. Concerning the question you asked us readers in Volume 80, I have to say I very much like the changes. Ever since I have been reading Nintendo Power, which has been since Volume 1, I liked the way things were set up and I found the information , tips and reviews very informative. Then in Volume 68 you changed the way the magazine looked and for the most part I really didn't like it. However, in Volume 80 you changed it again and I have to honestly say that I really do like it. From the addition of one page to Player's Pulse to the redesigned Classified Information, everything is designed to look very, very cool. I have to say that this magazine now really rocks!

Nate Douglas
Hardin, Montana



Better Letters


Nintendo Power Players Pulse P.O. Box 97033 Redmond WA 98073-9733

I think it's great that you have expanded the Player's Pulse section! I enjoy reading about what other players have done or are doing. And I have found that they have wonderful ideas and opinions. Keep it up!

Katherine Smith
Fort Bragg, California

A Plain Brown Envelope, Please

WAY COOL!
PLAY IT LOUD
NINTENDO
Nintendo Power Player's Puls
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About the changes in Volume 80: you've really crammed in the goods! But I have to talk about Classified Info. You've got to change it back! That manila folder style is a tradition! And you probably already know about it, but please don't cut off the captions below the pictures in Counselors' Corner in the middle of the sentence again, O.K.? Your Player's Pulse is bigger (good), your Epic Center is smaller (bad), and your Arena has changed again (neutral). Other comments: I like those passwords. More? I love your cover. It looks like another great year! Keep it up!

John Pagac
Kenosha, Wisconsin

The Epic Center varies in size from month to month, John. We squeezed it down to nine pages in Volume 80 to make room for the news from Shoshinkai, but pumped it back up to 13 pages in this issue!

An Ad-Free Environment

I love the Power Charts and Take Two reviews. I also love the fact that Nintendo Power is a *CLEAN* magazine, without any dirty advertisements. Thanks for such a great magazine!

Joel Stroup
Lincolnton, North Carolina

I Came, I Saw, Icon!

I'm writing to you on what I think of your new setup. I

Letter Art
Page 6, top to bottom:
Adam Ruth—Belair, MD
Jennifer Steiger—Laguna Hills, CA
Shane Newville—Grand Rapids, MI
Ryan Martinez—Lakeland, MN
Ryan Duell—East Hartford, CT
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Matt Michaud—Methuen, MA
Jerry Tippit—Lakewood, CO
Tommy Hankins—Springfield, MO
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Adam Fenderson—New Port Richey, Fl
Jer Zombro—Maroa, IL
Rick Swenson—Seattle, WA
Naomi Chiba—Cincinnati, OH
Thanks to Mark Ward for contributing backgound art to Volume 81. Be sure to put your name and hometown on art you send us. Thanks!

think your Contents Page is way better than the old one. Of course, the Player's Pulse is better. I like the old Power Charts better than the new ones. Your new Classified Information is superior to your old one. I am glad Counselors' Corner is still the same. I like your new Arena, but it's too flashy. The new icons in Now Playing are awesome! Pak Watch is always cool. Send my regards to Mario.

Ryan Ross
Mt. Union, Pennsylvania

Panting for Mario Paint

For the most part, the changes you've made have been good. But, some things should remain sacred. For instance, you've changed the border of Classified Information. It's practically unrecognizable! And every time you change the Contents Page, it gets harder to read. Hey, why don't you guys add a Mario Paint artwork section, like you have an Envelope Art section?

Kenneth Pardue
Pineville, Louisiana

Mario Painters out there, listen up. Send in your masterpieces and we'll run the best!

No Humor for Rumor

I am 13, and I like the pictures of cake Game Boys and such. I myself once sent in a pic of an arwing made of Legos. I also like the layout. It is easy to find things and there isn't too much gibberish, just what people want. And please no more rumors, I once looked in an EGM (a premier rumor mag) and they had everything wrong. They even put in the Japanese name of the Mega Man X bosses!

P.J. "Speed" Reed
via AOL

Counselors' Corner
P.O. Box 97033
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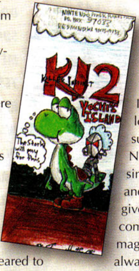
Take a Hint-Please!

The new Nintendo Power page setups are rocking with all the new artwork and new layouts for the regular sections. The only problem that I have is that the articles about the games have gone from the first grade level, where you told everything in great detail, to Super Pro status, where there is a lot about the games' graphics and sound but not a lot of gameplay hints. Don't get me wrong, I like the fact that the articles are not geared to make me feel like an idiot, but at points in a game, I like to know a bit more about where I am than what's provided by a scaled-down map and a couple of words.

Mike Finkelstein
Grayville, Illinois



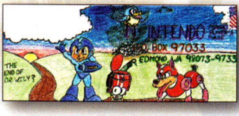
Classy Classified Information

The changes you've made to the '96 Nintendo Power are great!! I really like how you've made it look so computerized for the Classified Information. And the Arena looks totally cool. Pak Watch is cool too. I also got a kick out of the Earthworm Jim game in the back of the Bonus Issue. Overall, IT'S GREAT! (Thanks, I had to get that out!!)

Terry Starnes
Orlando, Florida

The Loyal Opposition

I have been a loyal buyer and subscriber of Nintendo Power since its birth, and would like to give you a few comments on your magazine. I've always respected you guys, but I do have a few concerns about Nintendo Power. I saw that you printed a letter from a reader named Charles



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POWER CHARTS

Donkey Kong Country 2 continues to dominate the Top 20, but Diddy and Dixie are keeping sharp eyes out for Super Mario RPG. This much-anticipated title has been edging up the Most Wanted charts for months. Meanwhile, the animated antics of Buzz Lightyear and Woody push Toy Story onto the Most Wanted chart for the first time!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	1	6
2	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	4	6
3	KILLER INSTINCT	Nintendo	2	10
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	5	51
5	CHRONO TRIGGER	Square Soft	3	9
6	DONKEY KONG COUNTRY	Nintendo	6	18
7	EARTHWORM JIM 2	Playmates	9	6
8	MEGA MAN X3	Capcom	—	2
9	FINAL FANTASY III	Square Soft	7	16
10	SUPER METROID	Nintendo	10	24
11	MORTAL KOMBAT 3	Williams	—	6
12	SECRET OF EVERMORE	Square Soft	8	7
13	SUPER MARIO KART	Nintendo	18	36
14	EARTHBOUND	Nintendo	11	10
15	FINAL FANTASY II	Square Soft	13	42
16	EARTHWORM JIM	Playmates	—	16
17	SECRET OF MANA	Square Soft	20	16
18	MORTAL KOMBAT II	Acclaim	—	17
19	NBA JAM T.E.	Acclaim	—	11
20	KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL	Nintendo	12	24

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO RPG: SECRET OF THE SEVEN STARS
3. KILLER INSTINCT (N64)
4. CRUIS'N USA (N64)
5. MORTAL KOMBAT 3 (N64)
6. DOOM (N64)
7. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
8. MEGA MAN X3
9. VIRTUAL BOY
10. TOY STORY

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	36
2	DONKEY KONG LAND	Nintendo	6	15
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	7	42
4	METROID II: RETURN OF SAMUS	Nintendo	3	52
5	TETRIS	Nintendo	5	42
6	KIRBY'S DREAM LAND 2	Nintendo	9	8
7	WARIO LAND: SUPER MARIO LAND 3	Nintendo	—	20
8	DONKEY KONG	Nintendo	—	21
9	GALAGA/GALAXIAN	Nintendo	—	5
10	KILLER INSTINCT	Nintendo	8	5

TOP 5 BASKETBALL GAMES

Ah, spring is here, and a young man's (and woman's) fancy turns to one thing: basketball playoffs! Here are the top five basketball games as determined by our jammin' readers. Final Four freaks should check out our exclusive review of College Slam for Game Boy in this issue.

1. NBA JAM TOURNAMENT EDITION (SUPER NES)
2. NBA LIVE '96 (SUPER NES)
3. NBA JAM TOURNAMENT EDITION (GAME BOY)
4. NBA JAM (GAME BOY)
5. NBA LIVE '96 (GAME BOY)

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	WARIO LAND	Nintendo	1	6
2	GALACTIC PINBALL	Nintendo	2	6
3	MARIO'S TENNIS	Nintendo	4	6
4	MARIO CLASH	Nintendo	3	4
5	GOLF	Nintendo	—	2

LETTERS, CONTINUED...

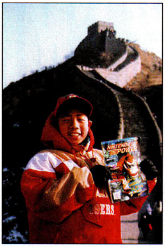
Summers in Volume 81, and I agree with his point. You seem to only print letters that are short and say something to the effect of "Your magazine rules! Virtual Boy is great! I love your mag!" Personally, I find these letters annoying. I like long letters that address some serious points, whether it compliments your magazine or not. Does this help you? Anyway, I hope you listen to your readers, as they are the ones with the best suggestions for your magazine. I doubt that you will print this letter, since letters like these are ones I would like to see printed in Nintendo Power but don't.

Jonathan Ratcliffe
Liberty, Missouri

Seeing through the Smoke Screen

All of the so-called "greatest video games, companies, systems and magazines on earth" are trying hard to make you look like a slow, lazy company. I know that it's all an overdriven, hyped-out-of-this world smoke screen. For example, Sega's Vectorman has computer-modeled graphics that are only possible on the Genesis because they're simplified down to poorly colored animation. Donkey Kong Country did computer-modeled graphics FIRST AND BETTER!

Mitchell Glyde
Hartland, Michigan



The next generation meets ancient history, as Vincent Niou of Palo Alto, California, takes his Nintendo Power to the Great Wall of China.

The Plot Thickens

I think that many of the story lines in RPGs are too simple. The story in Final Fantasy III was wonderful because of all the complications and twists. If all games were like that they would be perfect.

Michael Stout
Montebello, California

Georgia Gamer Goes Ga-Ga for RPGs

I LOVE the Epic Center. I recently started playing RPGs after I rented Final Fantasy III out of boredom and because I heard it was really good. It was so addictive that I went out and bought Breath of Fire. I just completed that game and now I am playing Illusion of Gaia, Final Fantasy: Mystic Quest and Final Fantasy II, all at the same time! Anyway, thanks again for adding the Epic Center. It is a great help to us RPGers.

Marla Moore
Warner Robbins, GA

Chillin'

I thnk it's cool that you're online. That's all, nothing more.

Gamecoop
via America Online

Welcome to the Arena

The changes you made to Arena are definitely hot. I think this is the most awesome Arena yet!

ShadowBot1
via America Online

Mega Idea

A Mega Man game in Arena would be a good idea. I have never seen a Mega Man game there.

Josh Ridgeway
via America Online

You're not the only fan who would like to see a Blue Bomber challenge, Josh. It's been a while since he's appreared. You just might just see him in an upcoming challenge.

WRITE AWAY RIGHT AWAY!

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Any Super Mario Bros. game for the Super NES or NES, including Yoshi's Island. Also any Zelda game, Killer Instinct, Mortal Kombat II, Mortal Kombat 3, EarthBound, Illusion of Gaia, Super Metroid, Secret of Evermore, Breath of Fire, Breath of Fire II, Chrono Trigger, Final Fantasy III, Donkey Kong Country, Donkey Kong Country 2, Donkey Kong Land and Super Punch-Out!! Coming soon: Super Mario RPG.

Also:

News about hot new games, the Nintendo 64 & other cool stuff. This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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STAR WARS®
SHADOWS OF THE EMPIRE™

The rebels have fled from Hoth and the Empire has begun building a second Death Star, but somewhere in the shadows of the galaxy another desperate struggle has begun. LucasArts and Nintendo are teaming up to bring the world a new Star Wars adventure for the Nintendo 64 this fall. Join us now as Power penetrates the shadows of this secret project for the first time.

NINTENDO 64

FIRST LOOK!

THE BLACK HOLE

The Shadows of the Empire development team at LucasArts has come out of the shadows at last. You can almost hear the sigh of relief when you enter the headquarters of LucasArts in San Rafael, California. For nearly two years the group of programmers, designers, animators and artists has labored in a virtual black hole on one of the first Nintendo 64 titles. Now, the curtain is up and the development team is rightfully proud of its accomplishments.

It wasn't easy working in a black hole. Initially, the team members began designing the game with Silicon Graphics Onyx workstations, knowing that the Reality Co-processor in the Nintendo 64 was based on the chip used in the Onyx. Later, they received the Nintendo 64 emulator and further specs on the machine and the revolutionary controller, but until last year, they didn't have the actual development kit. Even so, they couldn't talk about the project with their colleagues and they couldn't show them their work. They even had to keep their hands and the new controller pads in a box when they played the game so that passersby wouldn't inadvertently see the unit. "We used to tell people that this controller was so unique that you stuck your hands in a box of ooze and it absorbed your thoughts," joked Jon Knoles, the lead artist and one of the guiding lights of Shadows, adding, "Of course, you had to think in Japanese to make it work." But now, the boxes are gone and the shadows have dwindled into the background. Revealed for the first time in all of its richness is an adventure in the LucasArts tradition, featuring five modes of play in 12 levels, an exciting new Star Wars story, but most importantly of all, a sizzling experience on the Nintendo 64.

Eric Johnston crunches numbers to bring Shadows to life.

Mark Haigh-Hutchinson once programmed for the tiny Sinclair computer. Now it's SGI or bust.

What's in the box? A developmental Nintendo controller that feeds on brainwaves?

GRAPHIC REALITY

What we saw, at about 50% to 70% of completion, was an impressive game that takes full advantage of the Nintendo 64's superior 3-D graphics capabilities. Some of the catchphrases you'll be hearing in the future with regard to the Nintendo 64 include anti-aliasing, load management, Z buffering and trilinear mip map interpolation. The terms sound pretty technical, but the beauty of the Nintendo 64 is that it carries out these resource-consuming graphics functions on its own so programmers don't have to devote valuable CPU processing time to them. Eric Johnston, the project's Technical Lead, explained how he used Z buffering in order to keep control over the 3-D environments. "In the Hoth battle, we used Z buffering on all the main objects, such as ships, enemies and droids. What that means is that the walkers, droids and snow speeders all appear where they should in relationship to the rest of the environment from any perspective. The Reality Co-processor does all this in real time. On other systems, you have to track objects and orient them using software routines that eat up CPU time. That slows down the action on the screen or limits other functions, like how many objects you can use and the detail of the texture mapping."

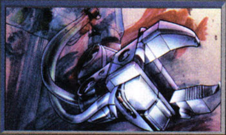
What Z buffering means for players is that the game world seems as solid and logical as the real world. You can fly around an object and that object will look just as it should from the side or rear or any angle in between, and all the objects that appear in the background are in the right places, too. The trilinear mip map interpolation feature of the Reality Co-processor also helps by keeping detailed texture maps looking sharp even at extremely close range while other functions keep texture maps proportioned and angled correctly so that surfaces look natural, not stretched or warped as is often the case on other video game systems. The anti-aliasing feature helps reduce the jagged look of angled lines drawn on the screen so that polygon objects seem sharp no matter how they are positioned. The load management feature keeps in view distant objects that, on other systems, pop on or off depending on how close they are to the viewer. "You don't have objects suddenly appearing where there was nothing before," explained Mark Haigh-Hutchinson, the Project Leader and Senior Programmer. "It's particularly impressive in stages like our race through Tatooine on speeder bikes. This is one of the most crowded areas I've ever seen in a video game, but you don't have any popping. Every building and object is there in the distance, growing larger as you approach." The programmers at LucasArts, including Eric and Mark, told us that the Nintendo 64 increases the speed and raises the quality of the games to a whole new level. It's going to have the rest of industry playing catch-up.

A NEW CHAPTER

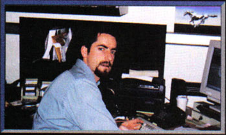
In that same far away galaxy where Luke Skywalker, Han Solo and Princess Leia battle the tyranny of the Empire, other characters and organizations struggle for power, hidden in the shadows of the Imperial throne. We asked Howard Roffman, the Vice President of Licensing at Lucasfilm Ltd., how this new story came together.

"We'd been doing extensions of the Star Wars universe in different types of media for several years, including the successful Star Wars novels. Another significant medium was the comics. With the Dark Horse line of comics, we'd done a lot of spin-off stories based on Star Wars. And LucasArts was making new Star Wars stories in their games all the time. We thought it would be interesting to tie everything together and make it a real event. But the big question was, how do you go about making a story that is special enough to draw people in? To start with, we wanted to go back into the trilogy where familiar characters could be found and where you have the dramatic conflict between the Rebels and the Empire. After thinking about it, we decided that it would be very cool to explore this dark underworld of crime, which had been hinted at in the movies. There was already a suggestion that the underworld was in league with the Empire. When Darth Vader hires bounty hunters in The Empire Strikes Back, you can see the relationship is already there. We just expanded on this idea. We gave the crime organization the name Black Sun, and we set up the leader of Black Sun in opposition to Darth Vader. On the one side of the Emperor you have Vader, on the other side, you have the leader of Black Sun, and Shadows of the Empire is about this power struggle, at least in part."

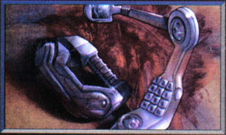
In particular, Shadows of the Empire is the story of one heroic figure from the seedier side of the space lanes who helps the rebellion behind the scenes. Although the novel and comic books will deal with many characters, the game will follow this hero's exploits as he dashes about the galaxy. The story begins on Hoth where our hero makes his initial rebel connection with Han Solo. In fact, the character is a lot like Han—he's a smuggler and adventurer who inhabits that shadowy underworld of the Empire.



3-D spaceships don't just make themselves.



Jon Knoles creates designs by hand and on the computer.

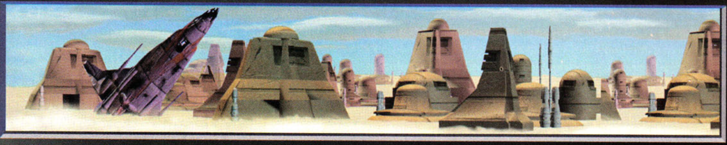


Some of the designs won't even make it into the game.

Later, the story continues between the times of The Empire Strikes Back and Return of the Jedi. "I always thought there were a lot of unanswered questions about this time," Jon explained, "from Luke showing up in Return of the Jedi as a full-fledged Jedi to Han being encased within Jabba's palace. How did that happen? Did Bobba Fett just zip on over or did he run into some trouble along the way?"

STAGES, MOVES, CRITTERS AND MORE

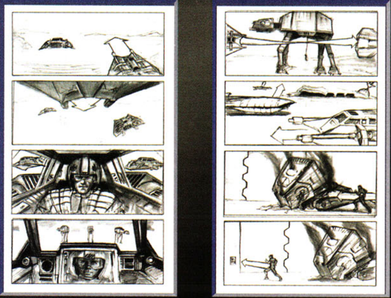
True to previous Star Wars games for the Super NES, Shadows of the Empire packs in five different modes of play. In the beginning of the game, you fly a snow speeder over the frozen terrain of Hoth while Imperial walkers and droids fill the air with laser blasts. The realistic flight simulation offers 360° of freedom within a basin of about two miles circumference, but it isn't unlimited as in LucasArts' Tie Fighter. "We want to keep players on the path of fun," explained Jon Knoles. "If you try to fly over the mountains, the game nudges you back toward the basin. But within this arena, you have total freedom of movement." As we learned



Mos Eisley comes alive for the first time in Shadows of the Empire.

from play testing the stage, you have so much freedom that you can have a blast just flying the speeder, dodging the laser shots and ducking between the legs of giant ATST walkers. The level of graphic detail extends to the animation of wing flaps as you bank or brake, and the sounds of both the speeder and the walkers were taken directly from the movie. The impact really gets to you when you blow up a droid and fly straight through its expanding fireball whoosh!

Once you whet your appetite on Hoth, the game launches into a series of varying action modes. The first-person action mode resembles LucasArts' computer game hit, Dark Forces. As the hero of the game, you must undertake missions in hostile territory, such as inside an Imperial ship. Your perspective can be "in the head," as the team likes to call a first-person view, or behind the shoulder for a wider view that lets you see your character moving in front of you. LucasArts also adds special C-Button camera controls, allowing players to choose other views such as side-angles.



Storyboard sketches for the opening stage of Shadows of the Empire included multiple perspectives from inside and outside the snow speeders during the battle of Hoth.

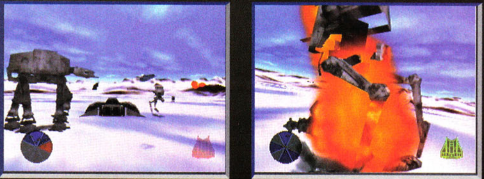
The detailed graphics used in these stages surpass everything previously done in this genre, including Dark Forces and Doom II. But if you gawk overly long at the pretty pictures, you can kiss your Wookie goodbye, because the environments are filled with danger. "The action stages aren't just 2-D mazes," explained Mark. "For one thing, they were designed by the Dark Forces team and architectural students so it isn't just a jumble of mazes, but structures with logical functions for the Star Wars universe. We also wanted to make them truly 3-D, and that meant giving them a vertical component." Jon demonstrated one stage in which the hero uses a jet pack to scout out multiple vertical areas of an enemy freighter. "You have to be aware of things all around you and above you. Strategically, there's a lot of area to explore. We've also hidden a lot of things here."

Another play mode borrows from the Super NES Star Wars games and the genre of shooters. Players find themselves manning the laser turrets in a Millenium Falcon-type space ship. Although you don't fly the ship, you do have to blast everything in sight using your weapons. Gunners have full rotation within the gunner's bubble and the action is furious.

In still another mode, you'll chase a smuggler through the crowded (and narrow) streets of Mos Eisley on a speeder bike. "This isn't like in a CD game where you have one pre-rendered path to follow," Mark pointed out. "You have freedom to move your speeder in the street, or down side streets that might lead to a short cut." If this expanded Mos Eisley is unfamiliar to you, wait until the release of the Special Edition Star Wars movie in 1997. LucasArts worked with the team at Industrial Light and Magic to borrow the setting from the new movie scene for the game. According to the development team, Shadows of the Empire contains even more surprises, such as a battle with Boba Fett and a stupendous ending, but they weren't willing to show us quite that much yet.

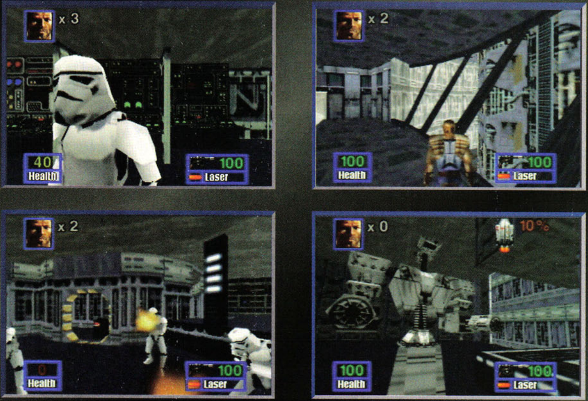
"As always, we'll have lots of huge bosses," said Jon, "but they're all fully 3-D. For instance, there's one place where you face one of the big ATST walkers on foot, and that can get pretty scary when the cockpit pivots around and looks right down at you."

Eric filled us in on how the LucasArts' team went to new lengths in adding tracking and artificial intelligence to the game. "Since the Nintendo 64 takes the complex graphics functions away from the CPU, we found we

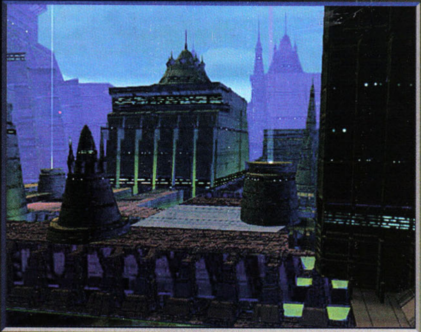


The game begins with snow speeders attacking Imperial walkers and droids on Hoth.

Galactic good guy Dash Rendar, helps the rebel alliance in their war against the Empire. In adventure stages like those shown here, you move through a 3-D world, sometimes flying with the aid of a jet pack.

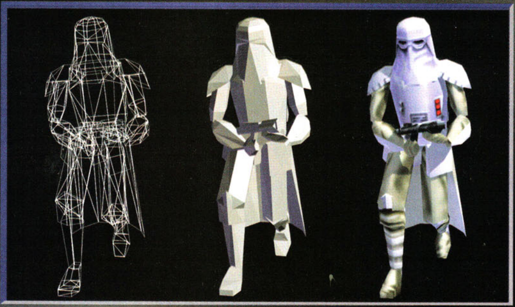


had all this processing power just idling. We decided one way to use that power was by adding extra AI. For instance, we can give 50 Tie Fighters advanced, independent tracking, no problem. Or when you're facing the big boss characters, they'll always look for you." Mark added that normal AI for characters is really what he calls Artificial Idiocy, "because you're just trying to make them look less stupid. We've been able to give these enemies a truly menacing quality." Jon Knoles described one stage where you're moving down a tunnel filled with fog, and then, suddenly...well, that would take away the surprise. When we asked the team how it designed enemy movements and attacks, they showed us a special 3-D computer arena littered with the burnt out husks of Imperial droids, space ships and alien creatures. To test a design, the programmers place the new enemy in the arena and then send in the hero to blast it to bits. "It's a great way to see how enemies behave in combat, but it's also a good place to test your own skills," Jon told us.



Have you ever wondered what the Imperial City of the Empire looks like? Wonder no more. The shadows grow long in Coruscant.

As for control between the different stages, the team wanted there to be no confusion as you switched between flying, action and shooting stages. "We try to keep some consistency," said Mark. "There may be some new features between stages, but players won't have any trouble shifting. This is really the best controller I've ever seen, but early on we really didn't know what it was going to be like. Then we got a prototype for the Onyx in early 1995." Eric added, "We were excited to learn about the analog joy stick. In addition to moving a vehicle or moving a character, you can also move a character's head around independently while walking using the joy pad or joy

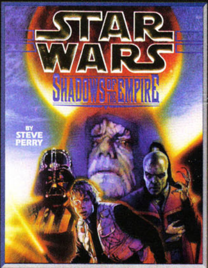


The computer artists at LucasArts began the construction of the Imperial Troopers with relatively simple wireframe figures composed of about 250 polygons. When highly detailed texture maps are applied to the polygons, the trooper comes alive. Now imagine him running, ducking, and firing his blaster straight at you.

stick, so you can be looking over to the left or right. Of course, we have to be careful that players don't end up getting lost."

MORE THAN A GAME

The Nintendo 64 game may be the centerpiece of the Shadows of the Empire property, but it won't be the only game in town. Steve Perry's novel will be released ahead of the game this spring. The Shadows novel will delve into the conflicts and motivations of the new hero and the other characters, both new and old, who enter the story. The Dark Horse comic series, which begins in May, will concentrate on the bounty hunters who have been hired by Jabba to hunt down Han Solo. References to events in the novel will also be found in the comic books and in the game. The Nintendo 64 game, due for release this fall, represents the chance for fans to enter the world of Shadows and experience the thrills that they have read about in the novel and comics. But Lucasfilm goes even further in providing unique Shadows experiences. They have created a soundtrack with theme music for characters and a symphonic score, which was written by Joel McNeely. The music will be used in the Bantam talking book edition of the novel, as well. Topps has created trading cards featuring original art based on Shadows. There will be a Shadows of the Empire collectible trading card expansion set for the Star Wars card game, as well.



The Shadows of the Empire novel by Steve Perry expands on the actions and events in the game.

IN THE BEGINNING

The initial concept of treating a game like a movie property, with all the spin-offs and licenses that you would expect from a major Hollywood release, began at LucasArts. After checking out all the video game systems, they turned to Nintendo and the N64. In fact, the LucasArts developers were one of the first groups to visit SGI and see the early Nintendo 64 specs. As it turns out, it was a sweet deal for both companies. Nintendo got a great license and game from LucasArts while LucasArts got cutting-edge technology and a huge video game marketing machine from Nintendo. But in the end, it will be the gamers who get the sweetest deal.

ONLY ON NINTENDO 64

Now that you know the story behind the game, the only thing left to do is play it. Shadows of the Empire will be released this fall by Nintendo, but Nintendo Power will update you with previews in the meantime. In the almost immortal words of Darth Vader, the game is truly, "most impressive."

Power Piggs
OF THE DARK AGE™

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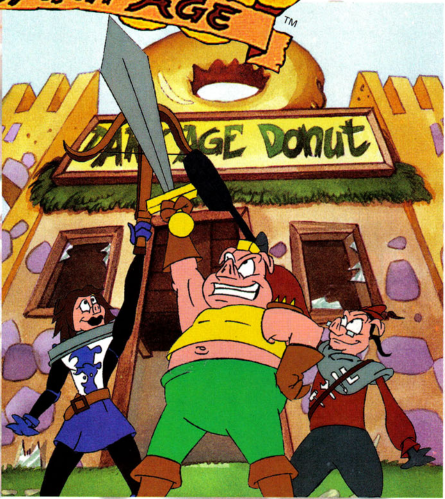
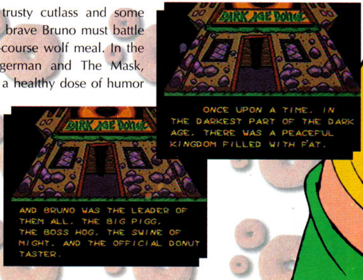
When the evil Wizzard of Wolff tries to corner the market on pork futures, it's up to brave Bruno Pigg to make the world safe for donut-loving oinkers!



GALLANT KNIGHTS OF THE ROUND PASTRY

Titus brings home the bacon in this hip update of an ancient tale. It seems that the three not-so-little piggs have passed up careers in home construction, instead plunging snout-first into the donut business. Ah, but a dark shadow has fallen over the smiling kingdom of the piggs. In a bid to satisfy his overwhelming hankering for roast pigg, the evil Wizzard of Wolff has unleashed a howling pack of fanged foes. It's up to Bruno, the boss of the hogs and chief donut taster to boot, to save the day.

Armed with his trusty cutlass and some explosive donuts, brave Bruno must battle through an eight-course wolf meal. In the tradition of Boogerman and The Mask, Power Piggs stirs a healthy dose of humor into the action. Game-players seeking a fun Pak that doesn't take itself too seriously should check it out!

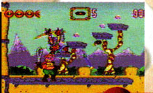


ONCE UPON A TIME, IN THE DARKEST PART OF THE DARK AGE, THERE WAS A PEACEFUL KINGDOM FILLED WITH FAT.

AND BRUNO WAS THE LEADER OF THEM ALL, THE BIG PIGG, THE BOSS HOG, THE SWINE OF MIGHT, AND THE OFFICIAL DONUT TASTER.

THE SIX BASIC FOOD GROUPS

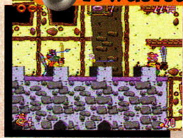
Bruno can thank Gilbert, the inventor pigg, for an impressive array of edible armaments. These sweet missiles will leave a bitter taste in the mouths of Bruno's enemies. Whenever you see Gilbert's friendly face, you know you've reached a continuation point.



Gilbert spent many a long night developing the advanced technology that allows these beauties to home in on the nearest enemy.

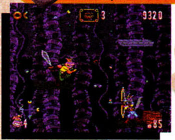
Chocolate

Powdered



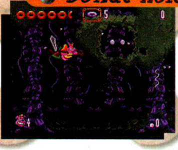
These munchable missiles fly straight and inflict minor damage. They work best against slow-moving enemies on the same level as Bruno.

Frosted



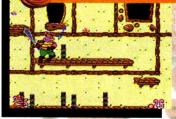
Frosted Donuts carry the biggest payload. One of these high-calorie pastries will wipe out every pig pursuer in sight.

Donut Holes



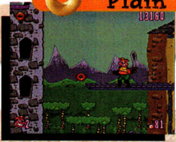
Get ready for a serious carbo load. Just munch on 100 donut holes and you'll win an extra life.

Cruller



Double-dipped for maximum explosiveness, the Cruller also has sophisticated homing technology.

Plain

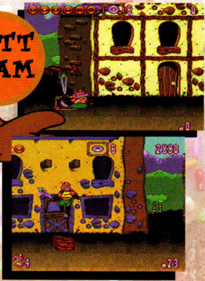


Stuff yourself and boost your life meter by breaking open crates and vanquishing enemies to find plain ol' donuts.

HOW A PORK CHOPS ITS ENEMIES

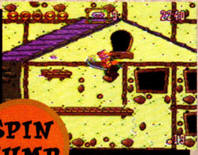
Bruno is hardly the most graceful sword-fighter around, but he always puts his considerable weight behind each roundhouse swing! All but the toughest enemies tremble and fall apart after a few swipes from Bruno's cutlass. Because Bruno can unleash his mighty swing even when crouching down, he can sneak up on enemies who are shooting arrows and fireballs at him.

BUTT SLAM



Rattle the landscape by jumping and then pressing Down on the Control Pad while Bruno is in the air. This earth-shaking move cracks crates wide open. It also allows Bruno to return to earth when he's floating in the updraft from a blowhole. However, even the littlest enemies will laugh if you try to pull this move on them.

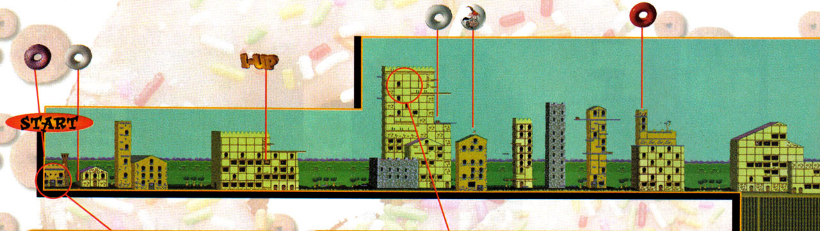
SPIN JUMP



While floating over a blowhole, press Left or Right on the Control Pad, then jump. This move will catapult Bruno away from the airstream. Sometimes, Bruno will have to jump to a platform that's seemingly too high. Pressing Up while Spin Jumping at the top of a blowhole's airstream will catapult Bruno even higher. Note, too, that Bruno will obtain maximum lift if he enters at the bottom of an air stream.

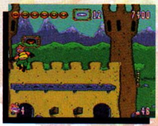
COURSE ONE
Beautiful Downtown Pigg

Toting his cutlet cutlass, Bruno will have to cut a swathe through the swarms of wolves heading his way. Some wolves are masters of disguise, dolling themselves up in pink dresses and lurid lipstick in an effort to get close to their quarry. Try to get through this course as quickly as possible. In general, stick to the ground. Up on the rooftops, you'll find precious few power-ups but plenty of big, bad wolves.



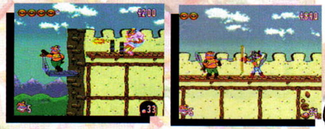
FROSTY MORN

Drop from the tower to the roof below, then leap left to land on this platform. Jump up and two Frosted Donuts will appear. Since you can only carry one type of donut at a time, you'll have to fork over the dozen Powdered ones you picked up at the beginning.



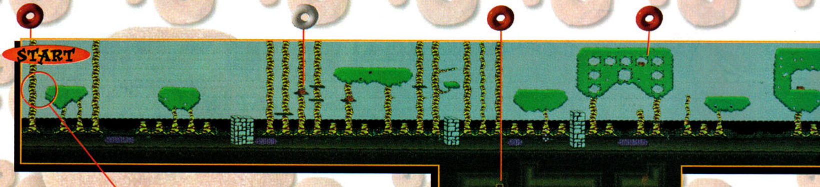
HOW NOW, BRAVE SOW?

Your first blowhole gives you the opportunity to float and fling at the same time. Time your tosses and you should be able to douse the flame-throwing wolf without getting brurned yourself. Up on the ramparts, though, you'll have a hard time dodging the arrows shot your way. Crouching and throwing donuts works for enemies on your level. Move fast and eliminate your enemies as quickly as possible.



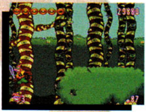
COURSE TWO
West Blowhole Forest

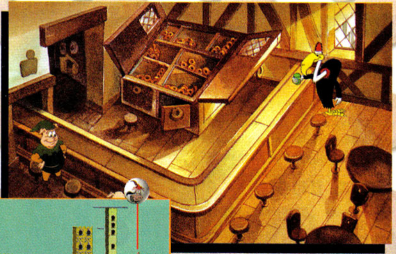
Yes, you can actually see pigs fly. Well, more like float. Swift updrafts from blowholes in the ground keep Bruno aloft. That's a good thing, because whenever he touches ground there's a pool of treacherous ooze waiting for him. Needless to say the wolves unleash their air force in a desperate attempt to halt this latest outbreak of swine flew. Be sure to check the tree tops for power-ups while keeping a pigg's eye out for ambushers.

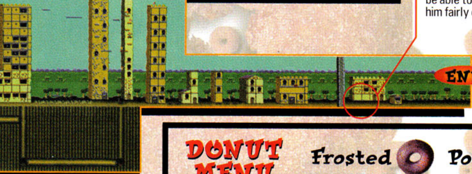


CHOCO-HAUL

Spin-jump to the tree tops, then jump up and to the left. A crate containing a half-dozen Chocolate Donuts will fall from the skies. Yum!

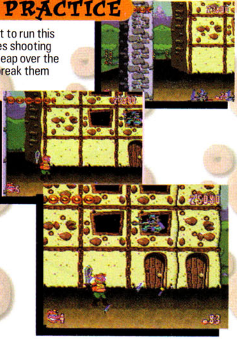






TARGET PRACTICE

You'll have no choice but to run this gauntlet of three wolves shooting arrows at you. You can leap over the slow-flying arrows or break them with your sword. After passing behind a tower, you'll encounter two more archers. If you have three donuts remaining on your life meter when you reach the last enemy in this stage, you should be able to smite him fairly easily.



DONUT MENU

Frosted

Powdered

Chocolate

Cruller

Holes

Continue

1-Up

PUFF THE BLACK-MAGIC DRAGON

Seeking a tasty morsel of barbecue, this dragon's head floats in the air and shoots flames at Bruno! Quench his fire with the crates of Powdered Donuts that fall onto the lower tree. Float under the dragon after it has finished firing at you and get as far away as possible. The dragon will move to the opposite side and drift slowly down. Wait until the dragon has fired a few flames, then toss your donuts as quickly as possible. You won't be able to see the dragon, but you'll hear its roars when you hit home.

54000
54000
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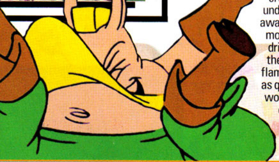
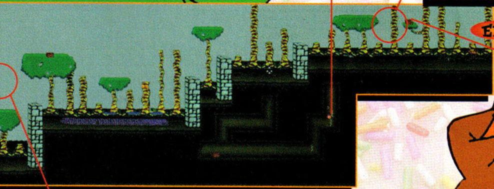


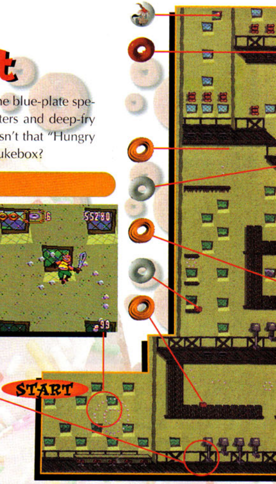


HOG HEAVEN

This partially hidden crate contains a 1-up. You can only get to it by leaping from the tree top on the right, which holds a Plain Donut guarded by two wolves.

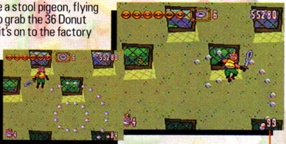
COURSE THREE
Dark Age Donut

The help at this donut shop would love to serve Bruno with an apple in his mouth! No wonder all the travel guides staunchly recommend avoiding this joint. Our heroic hog will have to step lively if he wants to avoid becoming the blue-plate special. Conveyor belts, jelly squirters and deep-fry pits all add to his travails. And isn't that "Hungry Like the Wolff" playing on the jukebox?

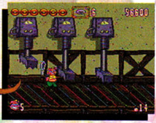


HOLE HOG

Bruno should make like a stool pigeon, flying up from the counter to grab the 36 Donut Holes overhead. Then it's on to the factory inside. Watch out for the scampering mice, which are surprisingly hard to hit. Hey! Where's a health inspector when you need one?



PRESS ON



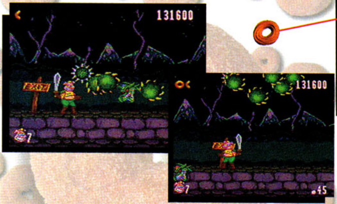
These donut presses reciprocate at different speeds. Take a breather after each one in order to time the next one. Don't assume that it follows the same pattern as any of the presses you've already passed.

COURSE FOUR
Lost City of Swine

Wolff's pack isn't scared off by the legends that spirits of the great Pigg ancestors haunt this hallowed place. Fortunately for Bruno, the ancient ones have left lots of weapons along with the usual urns and inscriptions. Watch out for the surprisingly troublesome ravens and rats that have infested the temple grounds. Punish the pests with your handy cutlass.

HEADS YOU WIN

Apparently dragons have a thing for ham, too. This one has an impervious tale but a very pervious head. Unload any Frosted Donuts you have left as soon as you see it, then whack the head at every opportunity and pretty soon this green beast will fall to pieces over you. Save your energy on the home stretch by dashing past all the enemies instead of fighting them.



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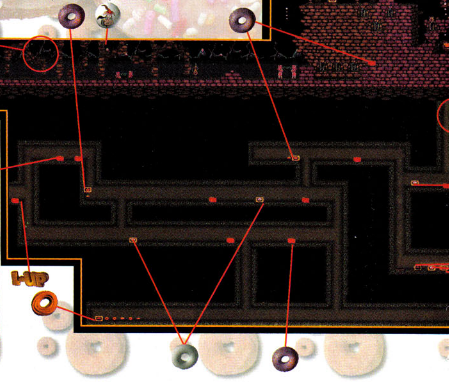
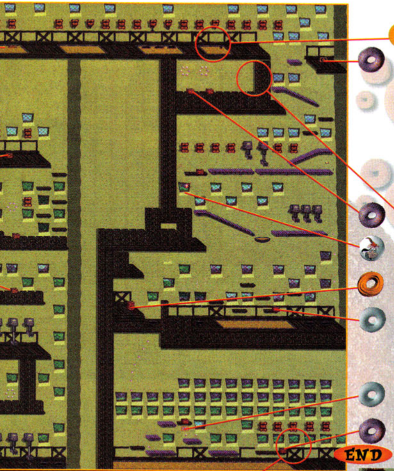
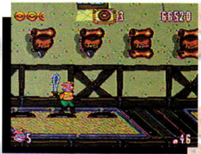
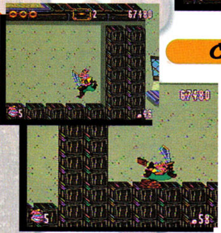




IN DEEP-FRIED TROUBLE

Bruno would love to stop for one of these deep-frying mega-donuts, but duty calls. Carefully time your leaps onto the bobbing donuts while watching for the jelly dripping down. When an archer pops off at you, blunt his arrow with Bruno's cutlass. Expect to take a few hits in this perilous passage.



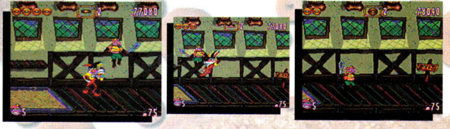


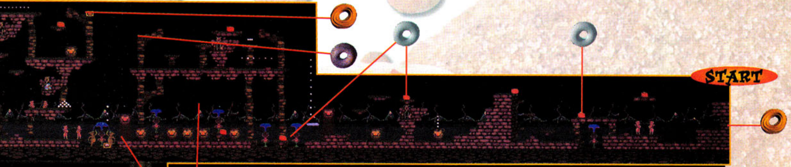
CACHE OUT

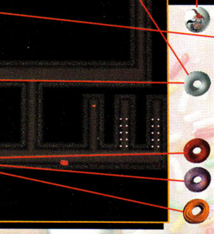
A knight in shining armor aims to have sliced ham for supper. A few whacks from Bruno's trusty cutlass, though, will send him running with his tail between his legs. Then, leap through this stack of crates to grab a cache of power-ups.If you miss, you won't get another chance after you touch the Gilbert continuation below.

SWEET CREEP

It looks like the Wizzard of Wolff has dispatched his court jester to bring home the bacon! It's tough to draw a bead on this madly gyrating joker, so move quickly. Demonstrate your own slashing wit by swinging as fast as you can, or else bop him with any homing donuts you may have left in your pig's poke. Avoid the deep-fry pit if you can.

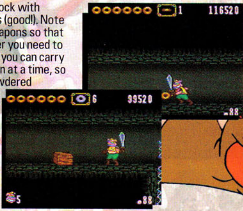






GRAZE THE MAZE

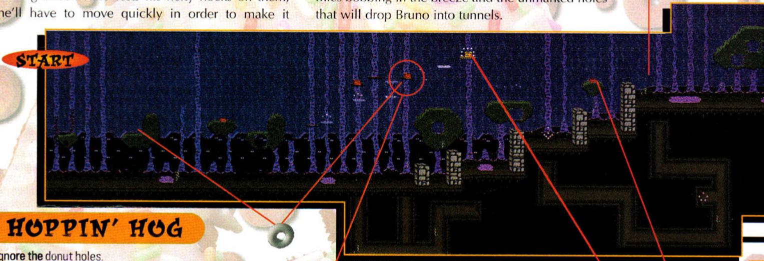
This maze is chock-a-block with wolves (bad) and donuts (good!). Note the locations of the weapons so that you can return whenever you need to re-arm. Remember that you can carry only one type of weapon at a time, so try to side-step the Powdered Donuts. Snagging the 1-up at the far end of the maze will take two flybys on the air stream: one to beat the wolf, and the other to crack open the crate.



COURSE FIVE

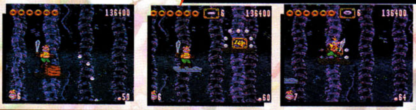
North Blowhole Forest

Step lively, Bruno! Many of the platforms will begin sinking once Bruno rests his hefty hocks on them, he'll have to move quickly in order to make it through this wind-blown stage. Watch out for enemies bobbing in the breeze and the unmarked holes that will drop Bruno into tunnels.



HOPPIN' HOG

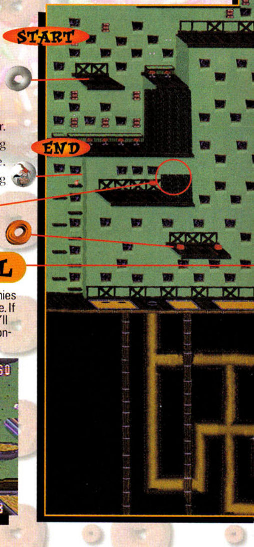
Ignore the donut holes. Instead, leap past them to cause a platform to drop down. Jump from the platform to a 1-up in the tree tops. It takes patience to grab this prize, as you'll have to ascend a series of moving platforms to get to this point.



COURSE SIX

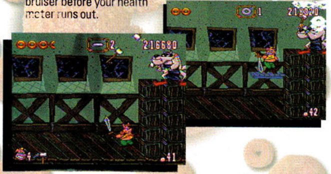
Gilbert's Donut Factory

Being a creative type, Gilbert has designed one odd-looking factory. Dinky platforms, conveyor belts, tall stacks of crates and blowholes galore make for a tricky trip. There's even a cellar, where Gilbert stashes his extra inventory of confectioner's sugar. Wolff's minions have taken up commanding positions throughout this difficult stage. Count on taking lots of hits before squaring off with the factory manager at the end.



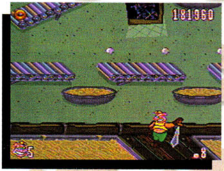
WITH MALLETS TOWARD NONE

The factory manager will try to make ground pork with a flurry of flying mallets. Stand close to the stack of crates and deflect the mallets with Bruno's sword, then jump up and hurl Powdered Donuts at him. When the manager jumps to the floor, watch out for his big whomp. You'll have to work quickly to beat this bruiser before your health meter runs out.



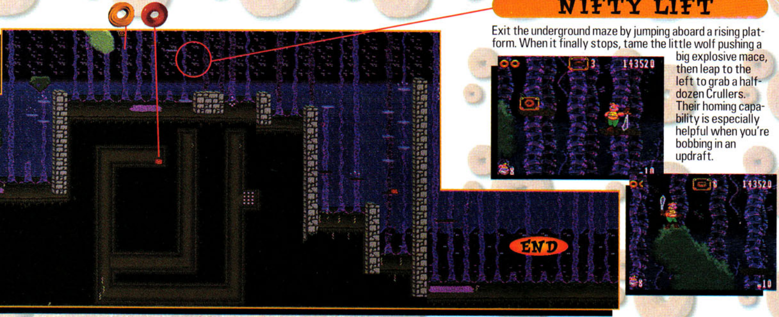
PLUNGE PERIL

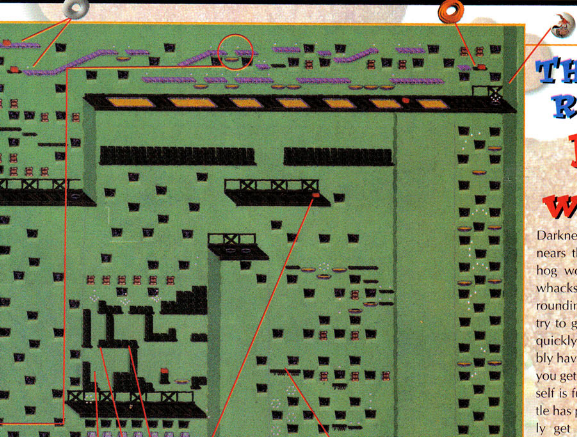
Riding conveyor belts while battling enemies seems tough, but consider the alternative. If you fall into the deep-fry vats below, you'll probably lose a life before reaching the continuation point.



NIFTY LIFT

Exit the underground maze by jumping aboard a rising platform. When it finally stops, tame the little wolf pushing a big explosive mace, then leap to the left to grab a half-dozen Crullers. Their homing capability is especially helpful when you're bobbing in an updraft.

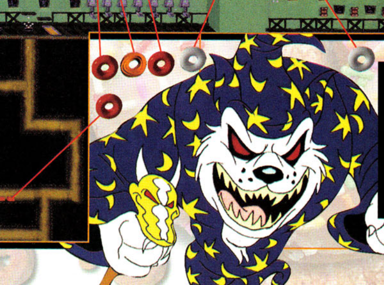


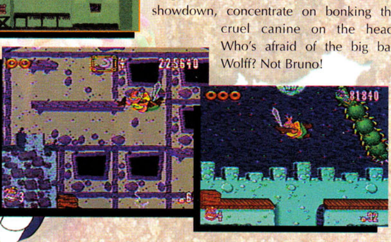


THE PIÉCE DE RÉSISTANCE

Dancing with Wolff

Darkness has settled over the land as Bruno nears the Wizzard of Wolff's lair. The top hog won't have a chance to relax as he whacks his way through the enemies surrounding the castle. Stick to the ground and try to get through the troublesome town as quickly as possible. However, you'll probably have to do a bit of cave-exploring before you get to the castle. Since the Wizzard himself is full of hot air, it's natural that his castle has plenty of blowholes. When you finally get to the roof for a snout-to-muzzle showdown, concentrate on bonking the cruel canine on the head. Who's afraid of the big bad Wolff? Not Bruno!





KILLER INS

KILLER MOVES. VICIOUS STRATEGIES. EXCLUSIVE INSIDER INFO. CUTTING EDGE COMBOS FOR CUTTING EDGE PLAYERS!

BEG FOR MERCY!

You've experienced its bone-wrenching action for yourself, but have you truly mastered the awesome power of Killer Instinct 2? Not only do we have a choice selection of combos for each fighter, but we have the inside track on never-before-revealed strategies and tactics. Join us as we dissect the new combo breaker system, unlock the secrets of Super Linkers and explore the science and strategy of Pressure Combos!

Combo Breakers.

Pulling off a combo breaker in KI was sometimes a dicey proposition. Unless you were an expert at your opponent's moves, you'd often find yourself playing punching bag. KI 2's simplified combo breaker system gives you a better chance at striking back. No more futile jabbing at the attack buttons, trying to guess the strength of your opponent's attack. With the new system, punches break kicks, and kicks break punches. When the first hit of an auto double connects, a window of opportunity opens that allows the fighter being hit to whip out a combo breaker. This "breaker window" stays open until the first hit of the linker. As an added bonus, your second combo breaker in a given match is now worth two hits, the third is worth three and so on.

Some of the auto doubles in the first KI consisted of a punch and a kick, but in KI 2, all auto doubles consist of two punches or two kicks. This makes it easier to see the breaker window. Combo breakers also work against combos that start with an opener/slap/linker sequence, but you'll have only a split-second between the slap and the first hit of the linker to launch one.

Super Linkers

Linkers were originally developed as a way to include a multi-hit special move in the middle of a combo. Not only are they cool to watch, but they also rack up a lot of extra damage and points. Now the emphasis is on variety and unpredictability. With four linkers per fighter instead of one, there are hundreds, perhaps thousands, more combos to choose from. Two of a fighter's four linkers are Super Linkers, which we've listed on the following pages. Besides adding extra hits, performing a Super Linker when you've got a full power meter can turn a normal combo into a special effects-laden masterpiece!

TUSK
56
ORCHID
TUSK
08
ORCHID
TUSK
ORCHID
7 HITS

Combos are easier to build in KI 2, giving novices a chance to wade in and win. At the same time, the greater number of combos gives experts more game play meat to chew on.

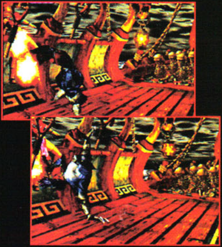
SABREWULF

Much of Sabrewulf's battle repertoire has survived intact, and he now has the added advantage of his Sabre Flip (Back, Toward + FK) to ward off air attacks. You can also get an extra spin into a Sabre Wheel or a Sabrespin by tapping Toward before starting either move (Back, Toward + MK or MP). Most players are familiar with these moves and can block them successfully, but the added spin may catch an opponent off guard and, if the last hit connects, allow you to start a combo.

→←mk, qk, ←→qp
←→fp, →fk, ←→mk

←→mp, qp, →←mp, ←→fp
←→mp, →fk, →←mp,qk, ←→fk
←→fp, mp, ←→mp, qp, ←→fk

←→mk, qp, →↘↓↙←→mk, qk, ←→fk
←→mp, mp, →↘↓↙←→mp, →↘↓↙←→fk



For variety, try a Slappy Combo, where a single, swift hit replaces an auto double.

KEY

Basic Combos
Nibble on a few opener/auto double/ender combos or Pressure Combos as appetizers.

Intermediate Combos
For the main course, bite into juicy linkers and even more delectable enders.

Advanced Combos
Try a Super Linker and a Super Ender with a full power meter for a sweet finish!

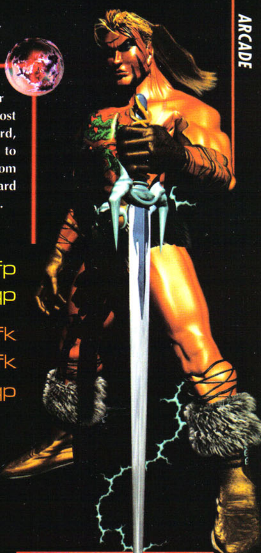
Even short combos can be incredibly powerful (and most interesting to watch!) if you perform them with a full power meter. Give it a shot!

CHALLENGE THIS, BIG MAN!

Much of the KI battle system has been redesigned in an attempt to level the playing field yet make the game play more challenging. The simplified auto double system makes building combos easier, but "button mashers" will find that a more precise touch is sometimes needed to execute them. Developers were also concerned with breaking the tedium of the "my turn, your turn" pattern of hitting and blocking and encouraging fighters to use more strategy. The bane of all true and honorable KI combatants is an opponent who "turtles," or constantly blocks. Turtling allows a fighter to bide his or her time while taking little damage, and then to unleash an attack when the other player is locked in a special move- or combo-induced stall. To counteract this style of play, KI 2 programmers eliminated stalls for attackers and created the power bar to reward fighters who take the initiative. If your attack is blocked, your opponent won't take much damage, but your power bar will get a boost. If your opponent takes the hit, he or she will get the

Tusk

This burly barbarian is slower than most of the combatants, but what he lacks in speed, he makes up for in power. The Conqueror (Toward, Down, Down/Toward + any punch) will ward off most running and jumping attacks, and Trading Places (Toward, Down/Toward, Down, Down/Back, Back +QP) will allow you to step around anyone who gets too close and strike him or her from behind. Add an extra swipe to the Web of Death by pressing Toward as you punch (Down/Toward, Down, Down/Back, Toward + FP).



With his trusty broadsword in his hands, Tusk has the longest reach of any of the combatants.

↘↓↙fk, mk, →↓↘fp
↘↓↙fk, mp, →↘↓↙←qp

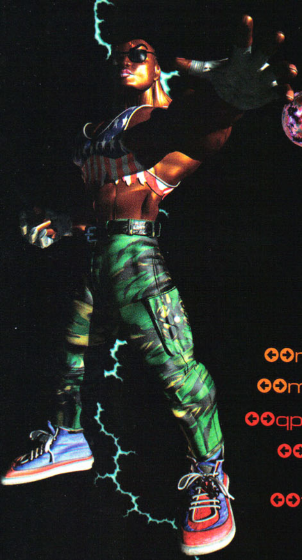
↙↓↘fk, mp, ↘↓↙mk, ↙↓↘fk
↘↓↙fk, mp, ↘↓↙fp, ↘↓↙fk
→↘↓↙←qp, fp, →↘↓↙←qp

↘↓↙fk, mp,
↘↓↙fp, mp, →↓↘fp

↙↓↘fk, mk, ↘↓↙mk,
↓↙←↙↓↘→fp

→↘↓↙←qp, fk, ←↙↓↘→←fp,
mp, →↘↓↙←qp

boost. To further encourage fighters to mix it up, the programmers also developed Pressure Combos that will really add to your Power bar. The key to these combos is the two-hit Pressure Opener, which is Toward and FP or FK for most fighters. For Fulgore, the opener is Back and FP. You can follow the Pressure with any special move. Even if the combo doesn't connect, you'll still gain half or more of a Power bar for your efforts. If the Pressure does land, you have your opener. The opener can be delivered while standing or crouching.

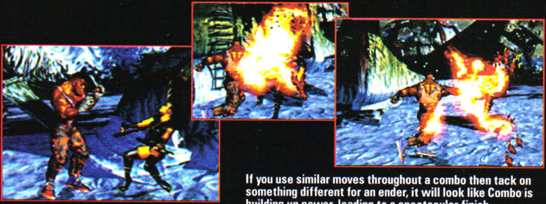


TJ COMBO

Nearly all of Combo's special moves are based on charge and reverse charge moves, which makes for quick and easy combo building. Combo is great against a slider like Spinal, since he can crouch and block then move straight into a Rollercoaster (Back, Toward + MP). His Role Reversal maneuver (Back, Toward + QK) makes up for the lack of a teleport, but he's still vulnerable to attacks from above, like those from Maya, Spinal or Fulgore.

→←mp, qk, ←→fp
←→mp, →fk, ←→qp

←→mk, qp, →←mp, ←→qk
←→mp, →fk, →←mp, ←→fp
←→qp, fk, →←qp, fp, ←→mk
←→fk, mp, →↘↓↙←→qp,
fk, ←→mk
←→fk, mk, →↘↓↙←→mp,
→↘↓↙←→fp



If you use similar moves throughout a combo then tack on something different for an ender, it will look like Combo is building up power, leading to a spectacular finish.

KEEP UP THE PRESSURE!

To keep the game balanced, the programmers had to come up with a way to counter the Pressure Combo, and so the Pressure Breaker was born. Pressure Breakers will interrupt other, specific special moves when used in a Pressure Combo. Pressure Breakers are built on a system patterned after the old "Rock, Paper, Scissors" game. If your opponent uses a Rock move in a Pressure Combo, you can break it with your Paper move. The breaker window opens after the first hit of the opener and closes at the second hit of the special move. If executed properly against the correct special move, a Pressure Breaker will always work. To further balance the strengths and weaknesses of the different fighters, Pressure Breakers were also designed to work in varying degrees against other moves in the same category. One fighter's Rock move will sometimes work against another fighter's Rock

MAYA

With so many jumping moves, Maya is a natural opponent for groundlings like Combo and Sabrewulf, who have few air attacks or defenses. Most players instinctively block at low-level, but many of her attacks hit high, which will catch the unwary. Her Spring-a-ma-jig (Back, Toward + QK or FK) is great for offense or defense, but for a real surprise, perform a Quick Spring-a-ma-jig immediately after the first to soar even higher, then execute a Dagger Drop (Toward, Back + FP). This will bring her diving back to ground level, and it works well as a surprise opener.

←→fp, mp, ←→fp
←→mp, →fk, ←→qp

←→fk, mk, ←→mp, ←→fp
←→fp, mp, ←→mp, →↘↓↙←→fk

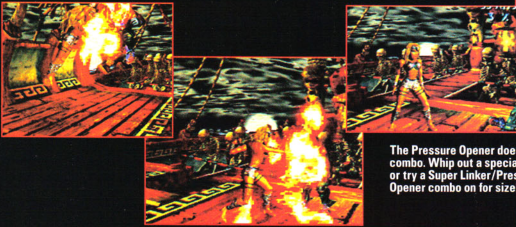
←→fp, mp, →↘↓↙←→mp, qp, ←→qp
←→mk, qk, →↘↓↙←→mk, →↘↓↙←→fk
→fk, ←→mp, fk, ←→qp

CONTINUE
8

WINNER

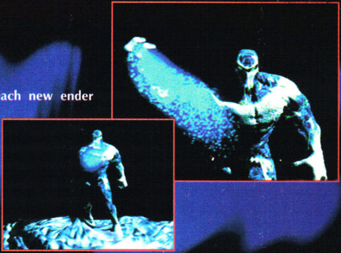
WINS	4
ULTRAS	2
ULTIMATES	0
HITS	201
MAX COMBO	59
MAX DAMAGE	29

FREE PLAY



The Pressure Opener doesn't have to be the first move in a combo. Whip out a special move before the Pressure Opener, or try a Super Linker/Pressure Opener/Super Linker/Pressure Opener combo on for size!

move, but the success rate will differ from fighter to fighter and move to move. The concepts of overall balance and rewarding initiative extend to most other areas of the game. Most special moves can be parried with a specific punch or kick, giving novices a fighting chance against more skilled opponents. At the same time, experts are rewarded additional hits with each new ender used in a given match. In fact, if you perform all of a fighter's standard enders in a single match, you'll be able to activate his or her secret ender!



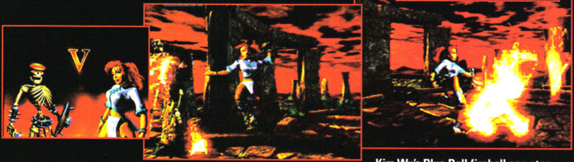
KIM WU

With a battle repertoire based mostly on rolling the joystick in quarter circles, Kim Wu is one of the easier fighters to experiment with and master. Her Splits Kick (Down/Back, Down, Down/Toward + FK) is tough to block, and if you use a Fierce attack with her Tornado Kick (Down/Toward, Down, Down/Back + any kick) or her Nunchaku Flame (Down/Toward, Down, Down/Back + MP or FP), you'll get a second hit. She tends to do better against fighters who stay at ground level, but that doesn't mean she isn't much of an air fighter. In fact, her own air defenses are rather thin.

↘↓↙fk, mp, ↘↓↙fp
↙↓↘fk, →fk, ↓↘→qp

↘↓↙mp, qk, ↘↓↙mk, ↙↓↘fk
↘↓↙fp, mp, ↘↓↙mp, qp, ↙↓↘fk
↙↓↘fk, →fk, ↘↓↙fk

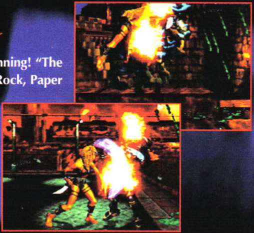
↙↓↘fk, mp, →↘↓↙←→fp, mp, ↓↘→qp
↘↓↙fk, mk, ↘↓↙mk, ↓↙←↙↓↘→fp
→→, ↘↓↙fk, ↘↓↙fk



Kim Wu's Blue Ball fireball can stop a jump-in attack before it starts.

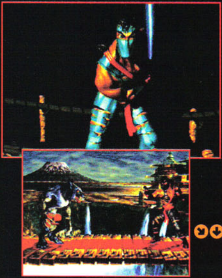
Ken Lobb, Development and Evaluation Manager

There's no doubt that Ken's priority in KI 2 is winning! "The most important things to learn are the Scissors, Rock, Paper moves, and how these relate to your favorite character. Take this knowledge into the Pressure game. My favorites are Jago, Maya, and Combo. Learn some combos starting with Jago and Combo's top attacks (Back + MP); they have the fastest overheads around. As for Maya, Pressure 'em until they fall! She is the Pressure Queen!"



JAGO

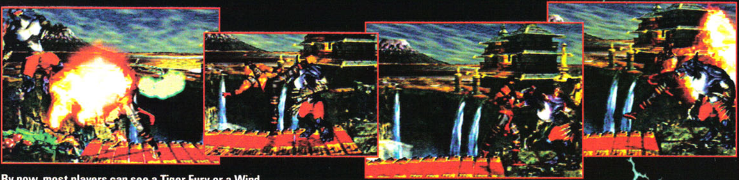
Jago is considered by many to be the most well-rounded of the combatants. Though he takes a lot of work to master, he's devastating in the hands of an expert. With the addition of the Ninja Slide (Down/Back, Down, Down/Forward + any kick), he now has high-, middle- and low-hitting attacks. For a really underhanded move, press Down, Down/Toward, Toward and QK to "fake" a fireball. He'll start an Endokuken, then stop. If timed well, you may fool your opponent into blocking at mid-level, giving you the opening for a Ninja Slide.



↘↓↙fp, mp, →↓↘fp
↘↓↙mp, →fk, ↘↓↙fp
↙↓↘fk, mp, ↓↘→fp

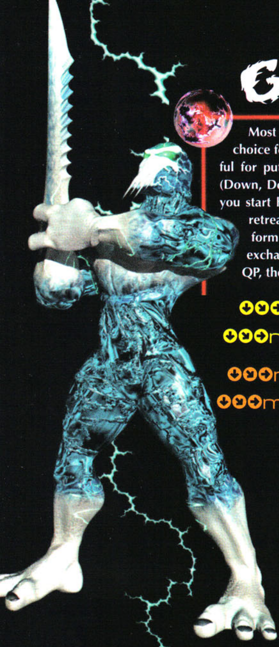
↘↓↙fp, mk, ↘↓↙mk, qp, ↘↓↙fk
↙↓↘qk, →fp, ↘↓↙fp

↘↓↙fk, mk, →↘↓↙←→mk, ↓↙←↙↓↘→fp
↘↓↙fp, mk, ↘↓↙mk, qp, ↘↓↙fk
↙↓↘mk, qk, ←↙↓↘→←fk, mp, →↓↘fp



By now, most players can see a Tiger Fury or a Wind Kick coming a mile away. The "fake-out" lets you be more unpredictable.

	Paper	Rock	Scissors	Super Linkers
Glacius	Puddle Punch	Cold Shoulder	Icy Grab	Bladed Hands ←↙↓↘→←mp, Puddle Pummel ←↙↓↘→←fk
Kim Wu	Nunchaku Flame	Tornado Kick	Splits Kick	Flame Flurry →↘↓↙←→fp, Super Tornado Kick →↘↓↙←→fp
Spinal	Skele-swipe	Skele-thrust	Scimitar Scrape	Skele-Swipe ←↙↓↘→←mp, Super Scrape ←↙↓↘→←fk
Tusk	Web of Death	The Conqueror	Flame Chop	Barbarian's Boot →↘↓↙←→fk, Web of Fury ←↙↓↘→←fp
TJ Combo	Back Fist	TJ Tremor	Rollercoaster	Back Fist →↘↓↙←→qp, Super Roller Coaster →↘↓↙←→mp



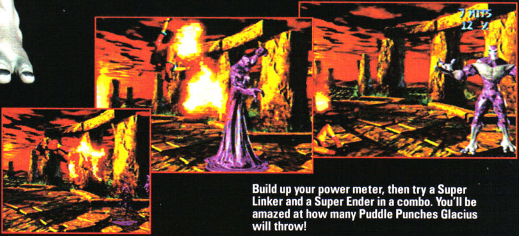
GLACIUS

Most of Glacius's moves use the same joystick sequence, so he's a great choice for novices. The Icy Grab (Down, Down/Toward, Toward + QP) is useful for putting your opponent into a stall, and his teleporting Puddle Punch (Down, Down/Toward, Toward + any kick) can now be executed in mid-air! If you start hopping away, you just might fool an opponent into thinking you're retreating, but then you'll be able to catch him or her unawares. If you perform a Quick Puddle Punch, you'll regain some of your life meter in exchange for an equal amount of your power meter. The longer you hold QP, the more power you'll exchange!

↓↘→mp, qk, ↓↘→fk
↓↘→mp, →fk, ↓↘→qp

↓↘→mk, qp, ↓↘→mp, qp, ↓↘→fp
↓↘→mp, →fk, ↓↘→mp, qp, ↓↘→fp

↓↘→mp, qp, ←↙↓↘→←fk, mp, ↓↘→qp
(in air) ↓↘→mk, qp, ↓↘→fk
↓↘→qp, fp, mp, ↓↘→qp



Build up your power meter, then try a Super Linker and a Super Ender in a combo. You'll be amazed at how many Puddle Punches Glacius will throw!

Keith Souhrada, Game Counselor

For Keith, KI 2 is a game of finesse, and his enthusiasm is plain to see. "Jago rules! He's what makes the game. If you're new, pick Combo or Sabrewulf, but if you *play,* then pick Jago. Turtles are cheap, but Jago can take them out! If they block low, hit 'em with a top attack. If they block high, hit 'em with a slide. He's just so versatile. Yeah, Jago can be cheap, too, but any of them can be played cheap. It just depends on how you play. I don't Tiger Fury all day."

B. ORCHID

Some players still miss her twin swords, but Orchid's newly acquired Cat Slide (Down/Back, Down, Down/Toward + any kick) and Lunging Knee (Toward, Down, Down/Toward + any kick) give her great versatility and put her squarely in the same league with Jago. Her Helicopter Kick Super Ender (Down, Down/Back, Back, Down/Back, Down, Down/Toward, Toward + FK) is especially devastating and spectacular to watch if performed with a full power meter.

↘↓↙fk, mk, →↓↘fk
↘↓↙fk, mk, ↘↓↙fp

↘↓↙fk, mk, ↙↓↘mk, ↘↓↙fk
↘↓↙mp, →fk, ↘↓↙mk, qk, ↘↓↙fk

↘↓↙qk, fk, →↘↓↙←→mk, qp, →↓↘fk
↙↓↘qk, fp, ←↙↓↘→←fp, ↓↙←↙↓↘→fk
↙↓↘fk, mp, ↙↓↘mk, qk, ↙↓↘qk

Orchid is another very stylish character. Mix up her moves and build up her power meter as much as possible.

	Paper	Rocks	Scissors	Super Linkers
Jago	Laser Sword	Wind Kick	Ninja Slide	Super Slide ←↙↓↘→←fk, Super Wind Kick →↘↓↙←→mk
Fulgore	Electro-flect	Cyberdash	Eyebeam	Super Electro-flect →↘↓↙←→qk, Super Dash ←↙↓↘→←fk
Orchid	Tonfa Fire	Flik Flak	Cat Slide	Ichi-Ni-San ←↙↓↘→←fp, Panther →↘↓↙←→mk
Maya	Double Slice	Uppercut	Dagger Drop	Super Slash Kick →↘↓↙←→mk, Super Slice →↘↓↙←→mp
Sabrewulf	Sabre Spin	Cartwheel	Sabre Pounce	Super Spin →↘↓↙←→mk, Super Cartwheel →↘↓↙←→mp

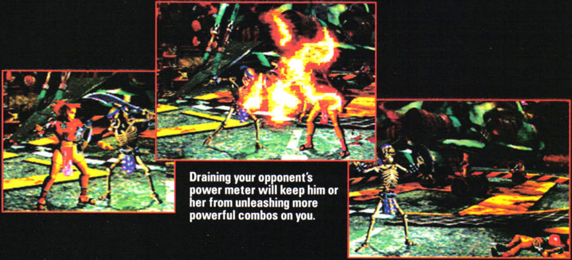
SPINAL

Spinal was ignored by many players in his original incarnation because his "tap" moves required different timing from the other moves in the game and took some getting used to. It's now easier to go from his modified Skele-port (Down, Down/Back, Back + any kick) to his other special moves, which are now all "roll" moves. He can dive at an opponent by pressing Down and FK while in the air, but his most interesting new feature is his ability to drain energy from his opponent's power meter and add it to his own by pressing Down, Down/Toward, Toward + QP at close range.

↓↘→fp, mp, ↓↙←qk
↓↘→fp, →fp, ↓↙←mk

↓↘→mp, qk, ↓↘→fp, ↓↙←fk
↙↓↘fk, mp, ↓↙←mp
↓↘→mp, qk, ↓↙←qk

↙↓↘fk, →fp, ↓↘→fp, mk, ↓↙←qk
↙↓↘fk, mk, ←↙↓↘→←mp, qp, ↓↙←mk
↓↘→mp, qp, ←↙↓↘→←fk,
mp, ←↙↓↘→fk



Draining your opponent's power meter will keep him or her from unleashing more powerful combos on you.

Karl Deckard, Designer/Prepress, Nintendo Power

It comes as no surprise that, for an artist like Karl, aesthetics are more important than winning. "With Combo, you can be very stylish, especially with his Pressure move and Super Linkers. Or try going straight from a Pressure to a reverse charge to an ender, that's pretty. I also like to string together Puddle Punch moves with Glacius, like a Puddle Punch opener/Super Linker/Super ender kind of thing. He just flows through it, and that's rad to watch. The new power meter system forces you to be diverse in your combos in order to go large. 2 rules."

FULGORE

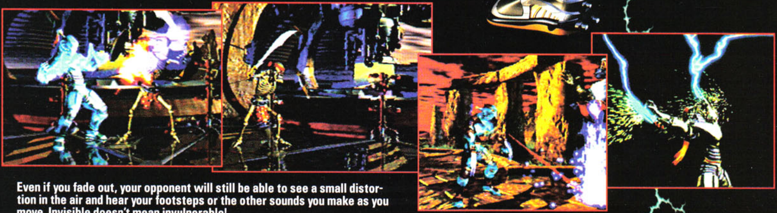
Though KI purists call them "cheap" moves, they can't deny that alternating between Fulgore's Laser Storm and Plasmaslice is very effective for keeping opponents at bay or forcing them to try to move in closer. If you want to spice things up, though, try pressing Toward, Down/Toward, Down, Down/Back, Back and FK to render him invisible, then move in for the kill. There's only a small distortion in the air to indicate his position while he's invisible, and an Eyebeam (Down/Toward, Down, Down/Back + MP or FP) fired from the air is a good way to soften up your opponent prior to a combo.

←→fk, mk, →↓↘fp
↘↓↙mp, ←fp, ↘↓↙fp

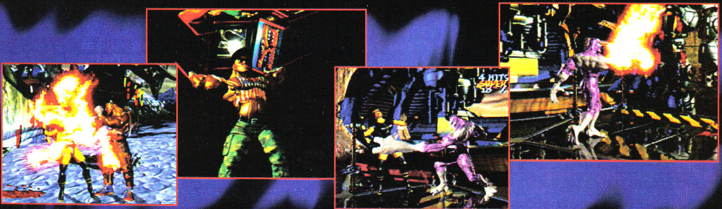
←fp, ←→fk, →↓↘fp

←→fk, mp, ↘↓↙mp, qk, ←→fk

←→fk, ←fp, ←→mk, qk, ↓↘→mp
←→fk, mp, ←↙↓↘→←fk, mk, →↓↘fp
↘↓↙fp, mp, →↘↓↙←→qk, fp, ↓↙←↙↓↘→fp
←↓↙fk, ←→fk, mk, ↓↘→mp



Even if you fade out, your opponent will still be able to see a small distortion in the air and hear your footsteps or the other sounds you make as you move. Invisible doesn't mean invulnerable!



INFOGRAMES PRESENTS A FAST-PACED ADVENTURE GUARANTEED TO LEAVE SMURF FANS BLUE IN THE FACE.

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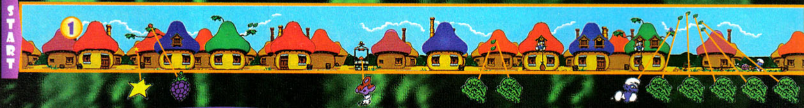
THE SMURFS™

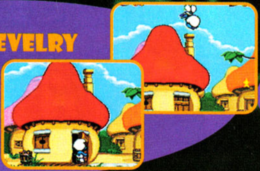
ACT 1 THE VILLAGE

Your epic quest begins in Smurf Village. It's a secret Smurf mission, so you can't create a spectacle as you make your way out of town. Keeping a low profile is hard work, especially with so many accident prone Smurfs running around. Avoid the busy Smurfs and collect all the Raspberries, Stars and Sarsaparilla Leaves you find along the path.



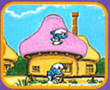
1 ROOFTOP REVELRY

Every door in Smurf Village is open to you, as long as you're just looking for a way up to the roof. Shoot up through the chimney to pick up any extra provisions. You'll need these items later on your long journey.



2 GARDEN GALLIVANTING

Smurf villagers are busily preparing for another bumper garden crop. Watch your step or you might get beaned by a flying dirt clod or slimed by a passing snail!

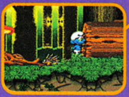


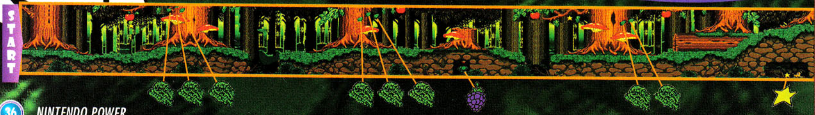
ACT 2 THE FOREST

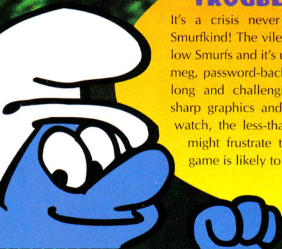
A forest lies on the edge of the Smurf Village, and unfriendly folk live above and below the trees. You can find valuable items here, too. Smurfs don't weigh much, so try jumping up on a falling leaf and using it as a stepping stone. Just keep an eye out for any rotten apples waiting to fall from the trees.

1 PLAYING POSSUM

Sleeping possums keep all sorts of interesting and useful items in their dens. You can borrow their treasures if you don't wake them from their slumber. Keep an eye out for falling apples as you wander back up to the surface.

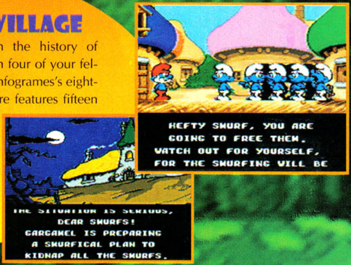






TROUBLE IN SMURF VILLAGE

It's a crisis never before encountered in the history of Smurfkind! The vile Gargamel made off with four of your fellow Smurfs and it's up to you to save them. Infogrames's eight-meg, password-backed, Super NES adventure features fifteen long and challenging stages. While the sharp graphics and animation are fun to watch, the less-than-perfect play control might frustrate the young players this game is likely to attract.



HEFTY SMURF, YOU ARE
GOING TO FREE THEM.
WATCH OUT FOR YOURSELF,
FOR THE SMURFING WILL BE

THE SITUATION IS SERIOUS,
DEAR SMURFS!
GARGAMEL IS PREPARING
A SMURFICAL PLAN TO
KIDNAP ALL THE SMURFS.

ITEMS

Strewn throughout the game is an assortment of goods essential for survival. Read on and learn their purposes.

BERRY Gobble up a Raspberry and recover a Life Point.

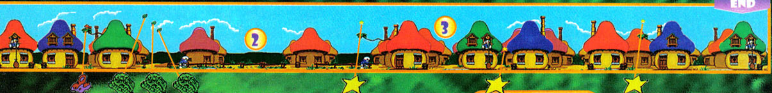
SHROOM Mushrooms conceal surprise bonus items.

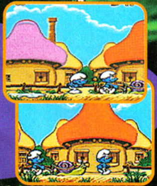
KEY Keys unlock the cages holding your Smurfy friends.

LEAF Collect 25 Leaves and earn an extra life!

1-UP Find a Smurf doll to win an extra life!

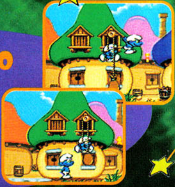
STAR Collect 25 Stars to enter a Smurfy Bonus Game!





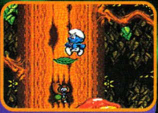
③ TIME JUMPS TO AVOID LUMPS

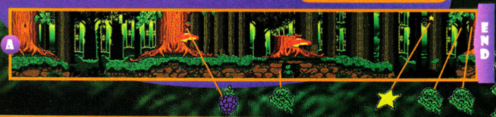
The Smurf villagers are busily hoisting goods into the upper stories of their abodes. If you don't watch your step, you might get bonked by a bag of junk! Hop over each burlap sack and continue on your journey.

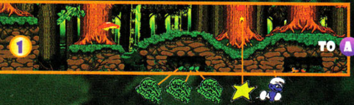


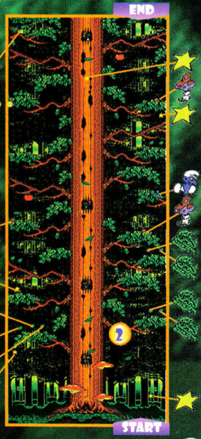
② LEAF LEAPIN'

The trick to climbing up the tallest trees in the forest is timing your leaps from leaf to leaf. Hesitate too long and you'll find yourself standing on the forest floor again.







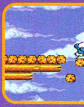


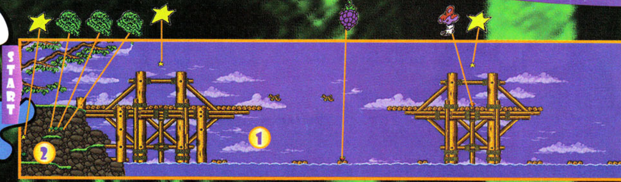
ACT 3 THE BRIDGE

The crafty but klutzy Gargamel broke the bridge leading into town, which is probably a good thing or he would have smurfed more Smurfs than the four he smurfed. Ask your flying feathered friends to help you across the river, but keep in mind that the birds can't carry your weight all the way across.

1 HIGH OR LOW?

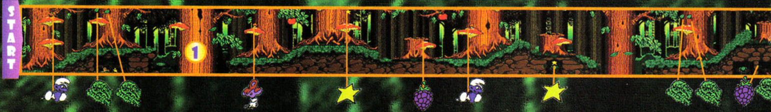
If you're looking for a tough new challenge, try taking the low road to the other side of the river. Smurfs shouldn't get wet and there are a few long leaps, but you'll earn an extra life for all your troubles.





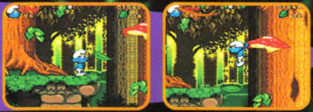
ACT 4 THE DARK FOREST

This far-away forest is much wilder than the wilderness you explored near the Smurf Village, but there are more hidden Raspberries, Sarsaparilla Leaves and smurfy items to find. Take your time and plan your path as you spring across the falling foliage. When you reach the end of the Dark Forest, you'll find your friend, Jokey Smurf!



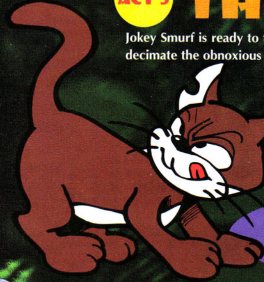
1 WATCH THE LEAVES

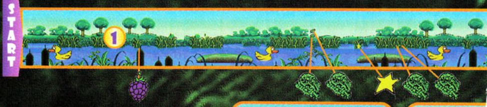
Just as it was in the Forest in Act 2, the trick to getting around this wilderness is to lunge for the falling leaves. To jump higher, hold down the Y Button as you make your leap. Practice until you can spring from one falling leaf to another without letting your toes touch the forest floor. Good Smurf!



ACT 5 THE LAKE

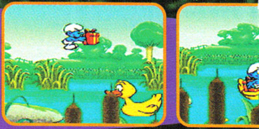
Jokey Smurf is ready to take a turn on the journey through Smurf Lake. Use his exploding Surprise Packages to decimate the obnoxious insects in his path. At least the yellow ducks aren't foul. They're happy to help you.

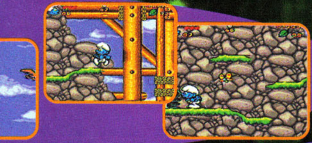




1 DUCKY DORY

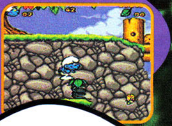
Hop on the back of a passing duck and ride on over to the next lily pad. Getting wet isn't what it's quacked up to be, so be sure to carefully time Jokey Smurf's leaps both on and off his ducky friends.

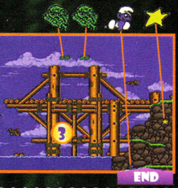




2 SPRING AHEAD

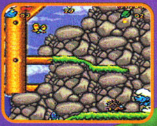
After exploring everywhere beneath the bridge, look for a springy sprout. It can propel you high into the sky and onto the bridge deck. Brawny Smurf can pick up and move these portable trampolines when he stands on them while you're holding Down on the Control Pad.

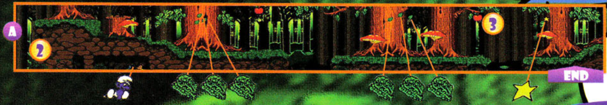


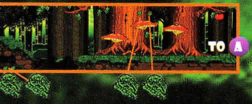


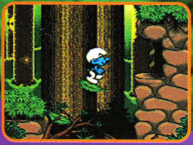
3 1-UP LOW DOWN

The top prize beneath the bridge is a Smurf Doll. It might seem a little thorny getting around the wandering porcupine, but if you time your leap as the prickly pest saunters right, you can collect your doll and spring up to the exit faster than Greedy Smurf can gobble up a cake.







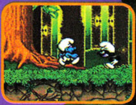


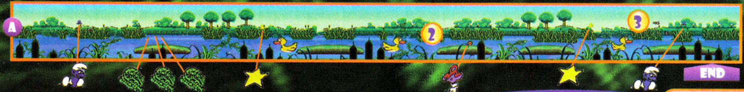
2 THE 1-UP HOLE

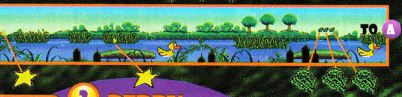
Gather up your courage and ride this falling leaf nearly to the bottom of the screen. On the right you'll will see a smurf-sized hole with a Smurf Doll waiting for you inside. Impatient Smurfs that leap too soon often bump their silly blue heads on the cave opening.

3 ANGRY SMURF

A foolhardy Smurf wandering through the Dark Forest was stung by a Buzz Fly. Now he's hopping mad and wants to share his smurfy troubles with you. Leapfrog over the hothead and let him walk off his bad attitude.





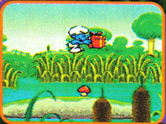


3 BUZZING BEES

You can jump on or step around these circling bees to pick up the items they're guarding.

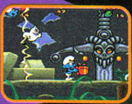
2 BERRY

Ah...the Berry taste of sweet success. If you time your leaps, two ducks later you'll find a Mushroom with a Berry inside.



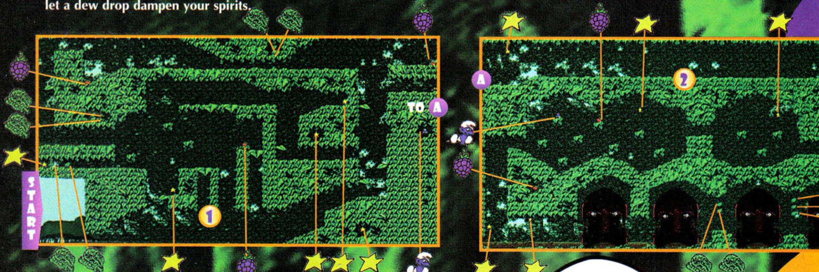
IT'S A STORM!

The last part of Act 5 just looks scary because a storm is passing overhead. Use Jokey Smurf's packages to clear obstacles, then run to the right until you're blue in the face!



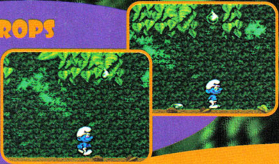
ACT 6 THE FIELDS

While the Fields look flat to ordinary folk, the low vegetation creates a jungle for any creatures the size of a Smurf. Work your way carefully through the thicket, and don't let a dew drop dampen your spirits.



1 DEW DROPS

The leaves of the plants in the field are heavy with moisture. If you're not careful, you might find yourself soaking wet. Step aside if you see the dew begin to slide.



GARGAMEL'S GAUNTLET

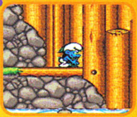
Holy Smurf! You've completed The Fields in Act 6, and you're not even halfway through the game! The following is an overview of future stages. We've added a few Smurfy clues to get you through the toughest spots.

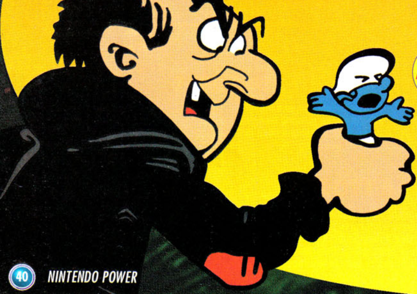
ACT 7 THE DAM

Howlibird is soaring above the leaking Dam, but you need to find a sprout or two to spring ahead of this level.

SPRING SPROUTS

You're going to need a smurfy spring in your step to scale this tall dam. Locate the four springy sprouts growing here and use them to hop up and over the highest walls.



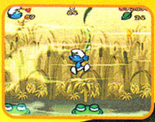


ACT 8 THE SWAMP

Brainy Smurf is on the other side of the Swamp! Leapfrog off the tops of the toads in the water and leap for the slippery strands of vines overhead.

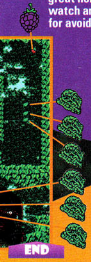
HANG ON!

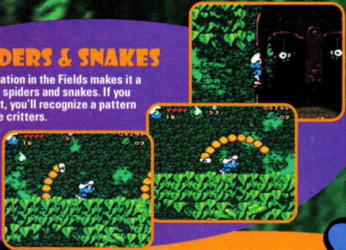
It's tough to keep your grip on these slick hanging vines. Be sure to keep jumping or you'll soon be gargling in murky, green, swamp water.



② SPIDERS & SNAKES

The lush vegetation in the Fields makes it a great home for spiders and snakes. If you watch and wait, you'll recognize a pattern for avoiding the critters.



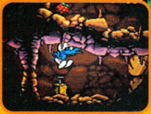


ACT 9 THE CAVES

Biting bats, boulder barricades and twisting tunnels bamboozle and beguile all but the smartest Smurfs. Brainy Smurf's candles show you the way.

HAVE A BLAST

Years ago a miner abandoned all his explosives in the cave maze. Spring off the plunger on top of the detonators and blast the boulders blocking your path.

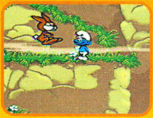


ACT 10 THE MOUNTAINS

Gargamel's Manor lies on the other side of a tall, icy mountain path. Since there's no other way around the mountain, you'd better start climbing.

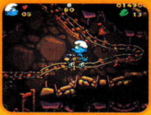
BAD NEWS BUNNIES

These cute, bouncing bunnies will pounce on your blue head unless you stomp some sense between their furry ears. Time your leap and land on the hare's head while his feet are on the ground.



ACT 11 THE MINE

There's no gold in them thar hills, but there's plenty of danger! Jump out of the way of the rolling rocks!



SWITCHBACKS

In order to stay on track in the mines, you need to hit every switch lever you see on your rusty ride.

ACT 12 THE VOLCANO

It's a race to the top of the Volcano before it erupts. If you can beat the heat, you'll catch up to the dragon holding poor Greedy Smurf. Give him one of Jokey Smurf's surprise packages!

ACT 13 THE DESCENT

You've reached the mountain summit! It's all downhill from there. Grab your smurfy sled and get ready for a wild ride.

ACT 14 THE CLIFFS

The only way to reach Gargamel's Manor House is by scaling the steep cliffs. Thankfully, someone left a couple of logs across the massive chasm. If you can avoid the ravens and porcupines, you might make it to the other side. Listen for the creaking sound of the log—it's your only clue that your bridge is about to start rolling!

ACT 15 GARGAMEL'S MANOR HOUSE

If you can avoid Gargamel's thorns, falling books and toxic poisons, you might have a chance at saving Smurfette and winning the game! It all depends on your ability to push Gargamel backwards off his roof. Perhaps Howlibird's acorns can help you.

Only the STRONG survive in the... ARENA

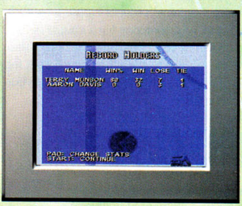
KILLER INSTINCT

This month the Fire Cat is on the prowl. The Battle Zone challenge heats up as Orchid stalks her next victim in the Arena. Are you a winner or a mere statistic? Mail us a photograph of your top Orchid scores on Killer Instinct for the Super NES. The top ten victors in the Battle Zone pick up four Super Power Stamps faster than you can say "Lasaken."

CHALLENGE #1

NHL '96

The Stanley Cup playoffs are nearly upon us, but bigger questions remain: Who has the best in winning percentages? Who can make the most saves? Who can score a triple hat trick in one game? Send in a shot of the Record Holders screen showing your winning slap shots and stunning saves. The top twenty record-holders will skate away with four Super Power Stamps.



RECORD HOLDERS

NAME	WIN%	WIN	LOSE	TIE
TERRY MUNSON	80	37	7	1
AARON DAVIS	0	0	2	1

PAD: CHANGE STATS
START: CONTINUE

CHALLENGE #2

SUPER MARIO KART

The Mario Kart Challenge continues this month on the Star Cup Circuit. We want your fastest times for the rough and rugged road winding through Choco Island 2. Mail in a clear photo of your best winning times. The top twenty road warriors will burn some rubber as they ride off into the Mushroom Kingdom sunset with four Super Power Stamps.

QUIZ

NAME THAT GAME!

Are you a game fanatic? Do you know games inside and out? Take the following quiz and see how much you know about the favorite games of players around the world. Look for the answers in next month's issue!

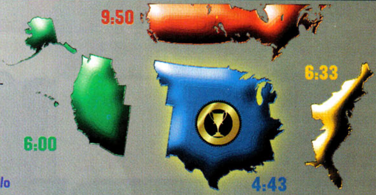
1. You had to find a hospital if you wanted the eggplant off your head in this NES hit.
2. Players could shatter the glass around the rink in the first hockey game from EA Sports.
3. Sell fish in the market for 21 Rupees in this Super NES role-playing game.
4. This very vegetarian role-playing game featured a series of paper, rock, or scissors battles.
5. Forgive Deneb the witch and your reputation will suffer in this Super NES strategy game.

QUIZ ANSWERS FOR VOLUME 82
1. Arris Dome 2. Turns experience points into gold. 3. Inside the Black Omen. 4. Ioka Village 5. The White Rock 6. Toma's Pop. 7. Kajar.

BATTLE ZONE

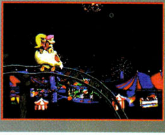
DKC 2: Diddy's Kong Quest

Things were quiet in the Battle Zone until four horsemen rode in from the Central Plains. The fast fingers of James Ray Loewen, Matt Dornbush, Steve Caverly, and Tom Lyman blasted the Central Division to the top of the rankings. The West finished a distant second, with their top player, Eric Sandler, finishing in Fifth place. Jason Ravera's 3:34 time kept the East close in the contest.



Top Ten Fastest Times for 102%

James Ray Loewen	Isabella, OK	2:09
Matt Dornbush	Waterford, MI	2:55
Steve Caverly	Muskegon, MI	3:16
Tom Lyman	Chicago, IL	3:20
Eric Sandler	Cameron Park, CA	3:22
Jason Ravera	Baltimore, MD	3:34
Patrick Yercich	Globe, AZ	3:36
David Riel	Warren, NH	4:14
E.J. Hassenfratz	Portersville, PA	4:43
Andrew Main	McLean, VA	5:21



YOSHI'S ISLAND

100% Scores in World 3 (Volume 79)

Luis Arevalo	Simi Valley, CA
Chris Argento	Bayonne, NJ
Josh Bales	Washington, PA
Ken Banks	Ridgecrest, CA
Jonathan Bashar	Albany, NY
Louis Baudo	Cleveland, OH
Ms. Lee Bauer	Greendale, WI
Ivo Becica	Cherry Hill, NJ
Farid BenAmor	Sunland, CA
Jon Bray	Reedley, CA
Trent Burg	Overland Park, KS
Scott Chatterton	Clearfield, UT
Manho Chung	Des Plaines, IL
Jeremiah Ciero	Marion, KS
Roy Deller	Pasadena, CA
Aiesha Dhas	New York, NY
Patrick Ellerbroek	Valencia, CA
Louis Erikson	Ft. Worth, TX
Chris Estes	Batesville, AR
Kyle Faust	Wackfield, RI
Thomas Fenner	Enid, OK
Andre Flory	Kettering, OH
Kalen Gallagher	San Jose, CA
Addison Green	Melville, NY
Joe Haley	Leominster, MA
Mike Heller	Naperville, IL
Kai Hiatt	Anchorage, AK
Curtis Hilmes	Othello, WA
Kevin Judd	Shawnee, KS
Nganji Kanani	Wiggins, CO
Stephen King III	Suquamish, WA
Christopher Leibenguth	Allentown, PA
Jonathan Loken	Seattle, WA
Casey & Ted Malesevich	Mayville, WI
Michael Mavros	Homosassa, FL
Kirsten Miller	Park Ridge, NJ
Jason Pavlina	Kenosha, WI
Nat Pow-Anpongkul	Douglas, GA
Sam Pulley	Lynnwood, WA
RoseAnne Reynolds	Winterport, ME
Luke Rogers	Portland, OR
Jim Rysinski	Ridgefield, CT
Lloyd Simmons	Taylor, MI
Jason Stewart	Mobile, AL
Rick Weis	W. Covina, CA
Wanda White	Charleston, WV
Danny Whitehead	Johnson City, TN
Zachary Wilkins	Bartlett, TN
Erwin Yuen	Fremont, CA
Henry Zhou	Alhambra, CA
Matthew Kirchhoff	Orland Park, IL
Tom Lyman	Chicago, IL
Chris Moore	Mesa, AZ
Brian Mueller	Seattle, WA
Matt Owens	Claypool, IN
Trestan Peck	Fremont, CA
Jason Ravera	Baltimore, MD
Simon Rheuban	Santa Monica, CA
Wanda White	Charleston, WV
Adrian, Brian & Steve Zareno	Carson City, NV
Danny Zenisek	St. Charles, IL

YOSHI'S ISLAND

100% Scores in World 5 (Volume 80)

Louis Baudo	Brooklyn Heights, OH
Andrew Beckett	Sheboygan, WI
Shawn Boast	Portage, PA
Richard Calvi	Monsey, NY
Correy Cambell	Waxhaw, NC
Billy Davis	Jacksonville Beach, FL
Manuel de Silva	Marshalltown, IA
Lorianne Fulco	Brooklyn, NY
Chris Hare	Mission, TX
Travis Harper	Redwood Valley, CA
Michael Hasbun	Arroyo Grande, CA
Daniel Hegeman	Lexington, KY

KILLER INSTINCT

Speed Demon Times (Volume 79)

David Rothell	Roff, OK	7:13
Jonas Epperson	Vandalia, MO	7:18
David Crawford	Auburn, WA	7:24
Chris Fuchs	Rice, MN	7:31
Matt Tjostolvson	Sandy, OR	7:33
Sylvain Bisson	Ste-Julie, PQ	7:33
Ted Leung & Michael Mecca	Howell, NJ	7:48
David Toister	Petaluma, CA	7:51
Mike Smith	West Seneca, NY	7:59
Vincent Taurassi	Smithtown, NY	8:00
Brian Kellogg	Athens, OH	8:02
Joseph Schmitz	Everett, WA	8:20
Joel Berry	Irvington, NY	8:26
Vincent Niou	Palo Alto, CA	8:28
Brian Wergin	Rochester, NY	8:30
Joseph Tran	Grand Prairie, TX	8:34
Aiesha Dhas	New York, NY	9:54

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Responses to this issue must arrive by May 10, 1996. The top qualifiers receive Super Power Stamps. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash.

If you're taking a photo of a Game Boy, place it on a flat surface. Address entries to:

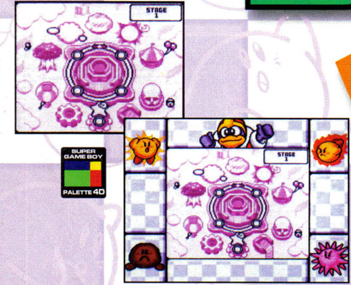
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

PING-PONG THE WITCH IS DEAD

The puzzle masters at HAL deliver a sweet surprise to legions of Kirby fans! With 11 stages, Block Ball delivers hours of hand-held fun, and it ranks high in replay value, too. Colorful Super Game Boy enhancement adds bounce to this block-buster title!

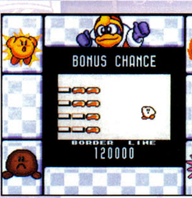
KIRBY'S
TM
BLOC
BALL

©1995 Nintendo / HAL Laboratory, Inc.



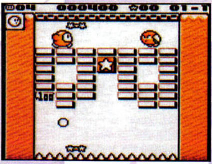
BORDER LINE

Sure, you and Kirby would love to clobber every brick in sight. But you'll never make it to Stage 11 unless you can get a minimum number of points, called the border line, in each stage. Fortunately, there're lots of ways to make a run for the border. The starred Score Blocks reward multiple hits. Hit a Flip Block twice to convert light-colored blocks to dark ones, which are worth three times as many points. Activate a Round Bonus by hitting the last Switch Block then clearing out the remaining blocks as quickly as possible.



Kirby and friends will put on a parade in your honor if you clear the border line in a stage.

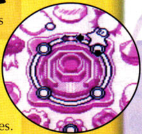
ROUND MOUND OF REBOUND



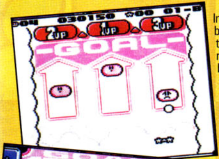
Nice use of the Super Game Boy palette means that there's a different color for each five-round stage.

The heftiest Game Boy title yet weighs in at 8 megabits, but there's not an ounce of fat here. HAL has packed the game with more than 10 different kinds of blocks, 22 strange-looking enemies, bonus rounds and a special 1-up area. Kirby can morph into a stone, a needle, a burning ball, or a giant spark, and he snacks on hidden cakes, candies and apples. O.K., everyone, it's time to follow the bouncing ball!

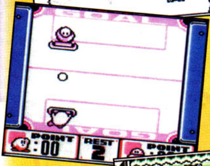
ISLE GET A 1-UP



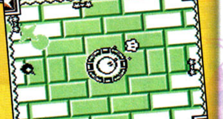
Finishing the later stages is as hard as a cement block. Get some help by digging up a hidden Warp Star and riding it to a special place where Kirby can win extra lives. In Up Cloud and Air Hockey, Kirby is a plain old ball who's always in danger of rolling off-screen, leaving you with nothing. The surest bet for winning at least 1-up is Up Down.



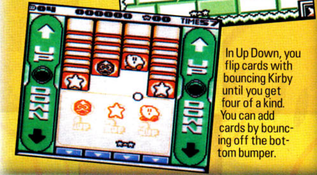
In Up Cloud, you bounce a cloud up to the goal and receive the number of extra lives shown. Be patient if you want a 2- or 3-up.



Play three rounds of Air Hockey. You receive an extra life for each goal you score.



For each 10 stars you touch in the Star Catcher game, you'll win a 1-up. If you touch a bomb, though, your chances will go boom.

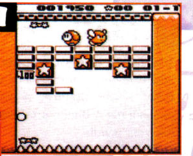


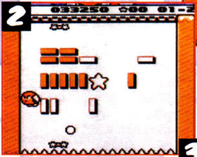
In Up Down, you flip cards with bouncing Kirby until you get four of a kind. You can add cards by bouncing off the bottom bumper.

STAGE ONE

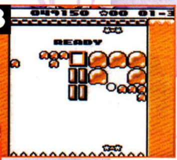
BOUNCE, LITTLE BUDDY

Before you clear the first round, hit the big Score Block seven times to collect a total of 6,350 points. Two more Score Blocks are hidden behind the blank spaces in the second and fifth columns. When you hit the characters strolling at the top, they'll briefly transform into bonus items. Hit them quickly to win extra points.

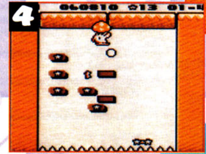




The blank space in the middle hides a Warp Star. Touch it before it flickers away and you'll be whisked away on your first trip to 1-up Isle.



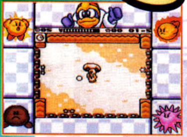
When you hit the Switch Block on the right, the remaining blocks transform into fragile Through Blocks. Clear the stage as quickly as possible to gain a bonus.

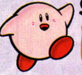


Before clearing the Target Shooting Area, hit as many Star Blocks as possible. They'll cover the spikes in the upcoming major-enemy round.

FUNGUS FIGHT

This shimmying 'shroom casts a spell that temporarily shrinks your side paddles. Protect yourself by bouncing away until it sprouts four dancing defenders. You'll have to uproot those with the aid of your toadstool-hunting creampuff, then bop the remaining 'shroom six more times before you'll be admitted to Stage Two.





STAGE TWO

POWER UP

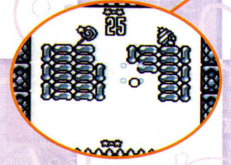
You've been bouncing along quite merrily 'til now, but you'll have to unleash the awesome force of the Kirby Power Bounce if you want to clear this rocky stage!

ROUND 1

The darkest blocks are Power Blocks. You can only destroy them with the Kirby Power Bounce, activated by pressing the A Button just before Kirby hits your paddle.

ROUND 2

Start by going for the bonus characters on the right, then Power Bounce through the Power Blocks, which are worth 500 points each.



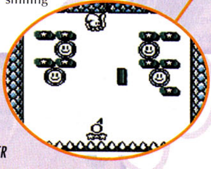
You get 500 points for each second left on your 30-second Round Bonus timer, so avoid the Switch Block as long as possible.

ROUND 3

The little whales conceal Flip Blocks, which change the light-colored blocks to high-value dark ones and back again.

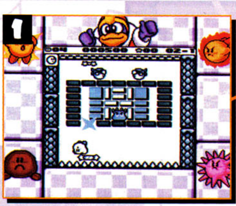
ROUND 4

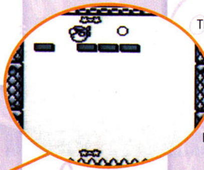
Tune up for the upcoming squid encounter by watching Kirby accelerate whenever he bounces away from one of the smiling Pinball Blocks.



Don't worry about catching the hapless little squid at the top until you've collected every Star Block in sight.

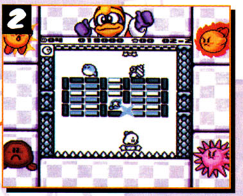
1

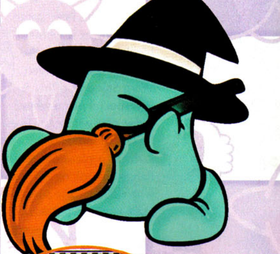




The goggle-eyed characters conceal bonus items. Collect them before you clear all the blocks or you'll never reach the border line.

2





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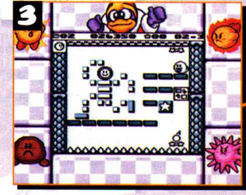
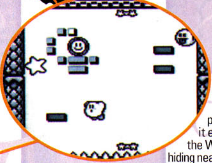
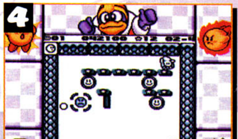
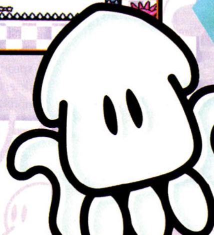




If you can guide Kirby by angling him off one of the stars on your paddle, you'll find it easier to reach the Warp Star hiding near the round Pinball Block.

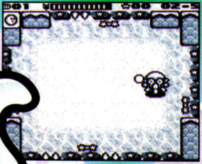
4



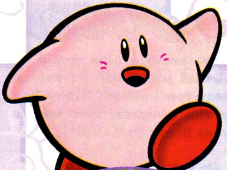


SQUID SKIRMISH

Hit this slow-moving squid a dozen times to make it slink away, leaving 50,000 points behind. Sometimes, though, it will catch a ball in its tentacles and spit it at the lower row of Star Blocks.



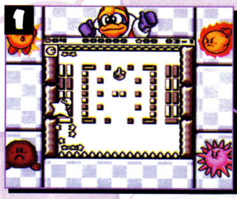
STAGE THREE
SPARK POWER!

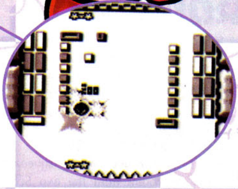


Scorch through this stage by bumping into the frowning characters in the first two rounds and winning Kirby's special Spark ability. Hot-cha-cha!

ROUND 1

Start your bouncing day by knocking out the block in the lower left-hand corner to activate a hidden Warp Star that whisks you away to a 1-up contest.

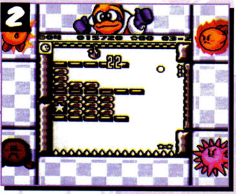


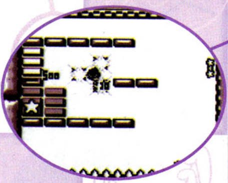


Those hollow Ability Blocks seem impenetrable, but Press B when you have the Spark capability and you'll burn right through them.

ROUND 2

If you still have the spark ability from the previous round, let 'er rip once you get inside where all the point blocks are.

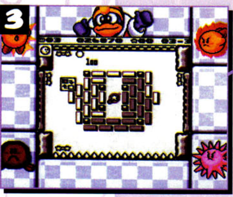


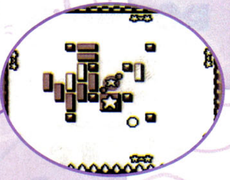


Kirby may get stuck in a repeating pattern if you don't slide your paddle or activate his Power Round or Spark ability.

ROUND 3

Maximize your points by clearing out the dark blocks on the right and bottom, then bop the round Flip Block to convert the remaining light blocks to dark.

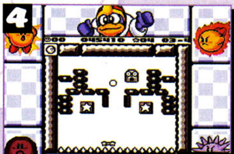


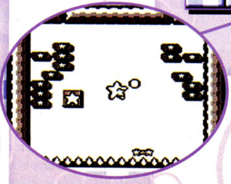


Collect the Score Block, hidden just below the middle of the screen, before going into the Round Bonus.

ROUND 4

Don't let the masked marvel at the top of the screen spook you. Take your time to collect every last point from the two Score Blocks and every Star Block that you can.

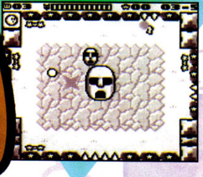




Four hits will unmask the mask, revealing a falling Warp Star. Catch it to move on to the final round.

MASK MAYHEM

Move quickly or else the little masks will damage your paddles and destroy the Star Blocks covering the spikes. Although the Kirby Power Bounce can be hard to control, it provides the quickest way to shatter the mega mask.

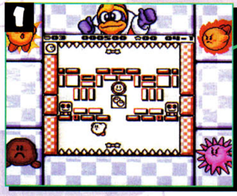


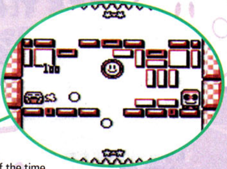
STAGE FOUR
DOUBLE BALLS

How about a nice round of virtual juggling? Trying to keep two balls off the spikes is the toughest test yet of your Block Ball ability!

ROUND 1

If you have any spark left, use it to burn through one of the Ability Blocks at the bottom, activate a Flip Block and clear out the high-value dark blocks.

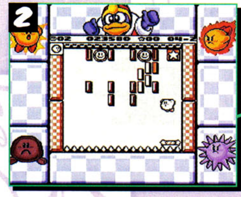


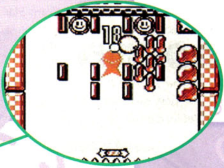


Most of the time you'll be watching the bouncing balls, but stay alert in case one heads for the spikes.

ROUND 2

Super Bounce until you've squeezed every last point from the two Score Blocks, then flip the Switch Block in the middle.

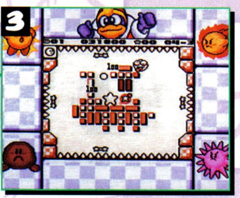


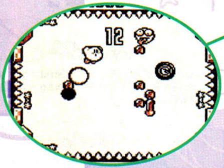


Keep Super Bouncing to wipe out the Through Blocks and get the biggest bonus possible.

ROUND 3

The goo-goo-eyed guy conceals a Double Balls block. Don't worry if one ball lands on the spikes. You won't lose a life until the second ball gets spiked.

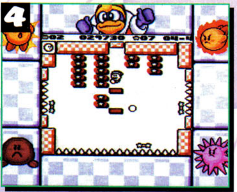


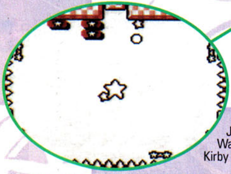


Remember, Kirby will survive the spikes on all four sides if he's Super Bouncing.

ROUND 4

Star Blocks can save you a world of hurt when you step into the ring with the major enemy in the next round.

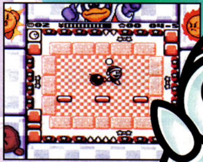




It takes four hops before this smilin' Jack morphs into a Warp Star that takes Kirby to the final round.

DYNAMITE MITE

Behind that grinning visage lurks a mad bomber, eager to demolish your precious Star Blocks. Fortunately, he has a long fuse, so hit him quickly. Once one of his bombs shortens a paddle, you can't use it to launch a Super Bounce.



FOLLOW THE BREAKING

Ricochet through six more stages of block-blasting fun! The road keeps getting rockier, but you can smooth it out with the help of Kirby's two new special abilities. The needle ability gives you a second chance to launch Kirby, while flame Kirby leaves nothing but ashes in his wake.

STAGE FIVE
STONE POWER

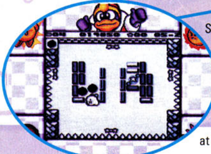
If you touch one of the Stone characters, Kirby will gain the ability to drop like a rock, demolishing everything in his path before ricocheting at a crazy angle.

ROUND 1

Start by bouncing Kirby off the top paddle and into one of the stone characters. Don't be distracted by the bonus character or you may lose a life.

ROUND 2

Kirby can get a high bonus-round score by getting the stone capability, heading for the top of the screen and rocking out.



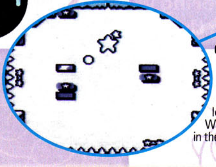
Spike Kirby on the spikes and it's bye-bye, stone power. However, he won't lose a life if he's a stone at the time.

ROUND 3

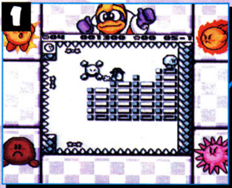
Start by tapping the hidden Warp Star in the lower right-hand corner. It will take you to the 1-up contests.

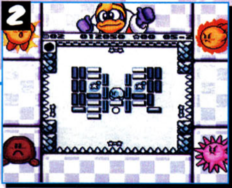
ROUND 4

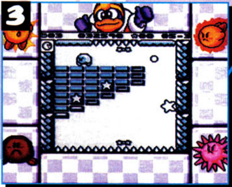
Clear out the Star Blocks closest to the sides first, then Power Bounce the remaining Star Blocks and Power Blocks before taking on the mean little moon.

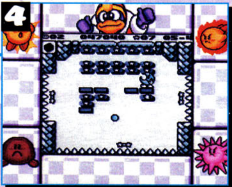


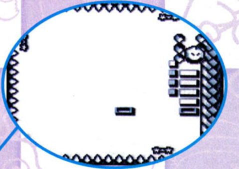
Club the cantankerous crescent several times and it will set, leaving a lone Warp Star high in the sky.



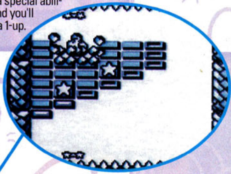








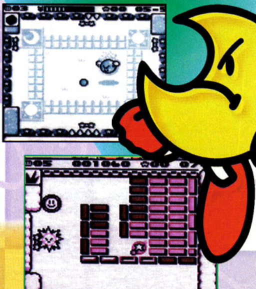
Because stone Kirby drops like a you-know-what, you'll have to coax him to the top of the screen to demolish the Ability Blocks.



The seventh slam on a Score Block earns you 3,200 points. Hit it next while Kirby has a special ability and you'll win a 1-up.

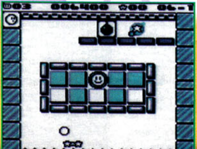
SOLAR ECLIPSE

After you doom the moon with the Power Bounce, the sun will slowly cross the sky, sending scorching sun spots that burn your paddle and the Star Blocks until you make it set.



-BRICK ROAD

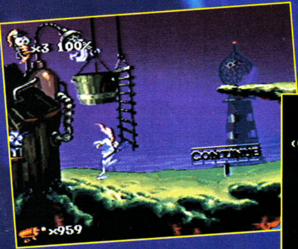
The cavorting creampuff also meets a brooding bomber who turns out to be a nice guy, after all. When his fuse burns down, he blows up blocks that Kirby can't demolish by himself. It's a blast!

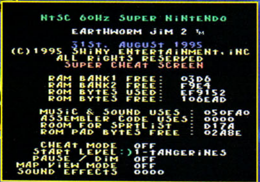


EARTHWORM JIM 2

MAKING THE GALAXY SAFE FOR BOVINES EVERYWHERE!

If you're looking for the lighter side of gaming, EWJ 2 is the Pak for you. Just because it's funny, doesn't mean that it's easy! Luckily for us, the folks at Shiny Entertainment made sure to program a busload of cheats into the final version of the game, and we have them right here. We'll also tell you how to get to Secret Level Number 37, and we have new maps and hints for the later stages, including the final showdown with Psy-Crow! As for other secrets in EWJ 2, you may be wondering why Jim is pedaling a tricycle on the cover. Wonder no more. The race was a special stage that never made it into the final game.





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NTSC 60HZ SUPER NINTENDO
EARTHWORM JIM 2 TM
31ST. AUGUST 1995
(C)1995 SHINY ENTERTAINMENT, INC
ALL RIGHTS RESERVED
SUPER CHEAT SCREEN

RAM BANK1 FREE:  03D6
RAM BANK2 FREE:  F9E4
ROM BYTES USED:  EF9152
ROM BYTES FREE:  106EAD

MUSIC & SOUND USES  : 050FA0
ASSEMBLER CODE USES : 0000
ROOM FOR SPRTLIST   : D17A
ROM PAD BYTES FREE  : 02A8E

  CHEAT MODE   OFF
 START LEVEL :)1-TANGERINES
 PAUSE / DIM   OFF
MAP VIEW MODE  OFF
SOUND EFFECTS  0000
```

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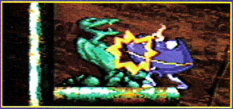
SKIP TO MY LEVEL, MY DARLIN'!

Earthworm Jim 2 doesn't have a true password feature, but you won't need one with these stage codes. Just press Start to pause your game and enter the code for the stage you want to reach.

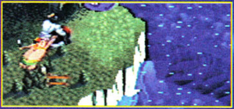
Lorenzen's Soil

A,X,L,R,X,L,R,L



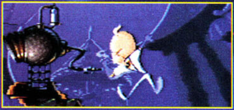
The Flyin' King

A,B,X,L,R,L,A,B



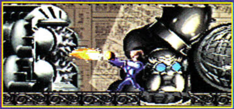
Inflated Head

U,D,X,A,B,Y,L,R



ISO 9000

A,B,X,L,L,R,L,R

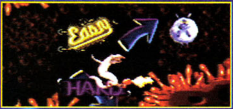


Puppy Love

L,R,A,B,X,L,R,A
D,R,A,B,X,L,R,A
U,R,A,B,X,L,R,A

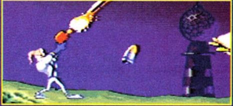
Villi People

A,B,X,A,B,X,L,R



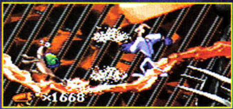
Udderly Abducted

U,B,X,L,R,D,A,X



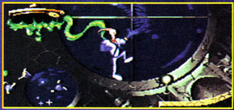
Level Ate

X,X,D,D,A,L,R,L



See Jim Run

A,B,X,L,L,L,L,R



KEY

L=CONTROLLER LEFT
R=CONTROLLER RIGHT
D=CONTROLLER DOWN
U=CONTROLLER UP
A,B,X,Y=BUTTONS
S=SELECT

SALLY'S Q's

1. How does Jim spell his first name?
   C) Jim
2. May I please be excused to go to the bathroom?
   B) The Industrial Revolution
3. Do you know the way to San Jose?
   B) Missile Command
4. What is Doc Duodenum's favorite cheese?
   A) Camembert
5. Can Jim recite The Raven?
   C) I don't know
6. What is the capitol of Assyria?
   C) Red
7. What is Princess What's Her Name's real name?
   A) What's Her Name
8. When is Jim's birthday?
   B) December 6, 1965
9. In what year was the Battle of Hastings?
   A) 1066
10. How much wood would a woodchuck chuck?
    C) Less than A, more than B
11. Can you rub your stomach and pat your head?
    B) No
12. What is the specific gravity of corn on the cob?
    C) Marky Mark and the Funky Bunch
13. Phrase your response in the form of a question.
    A) Yes
14. Should the capital gains tax be repealed?
    C) Yes
15. What color is Jim's red gun?
    B) Green
16. Can Jim speak French?
    B) No

CODES, COWS AND FUN!

Whether you need a little help or a lot, these codes will see you through. Press Start to pause, then enter the appropriate code. All of the codes can be mixed and matched any way you like!

Stage Skip

S,B,X,A,A,X,B,S

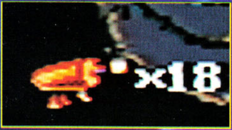
You can skip to the next stage at any time by pausing the game, entering the code and pressing Start. You'll be moo-ving through the game in no time!

Instant Ammo

S,X,X,X,X,X,X,S

Ammo 1 shot

X,X,X,X,X,X,X,S



Use these codes to get a maximum capacity reload for all of your current weapons.

Invincibility

A,A,X,A,L,R,R,L

This code will let you tiptoe through the tulips (and the mud, and the slime, and the bacon...) without breaking a sweat.

Key

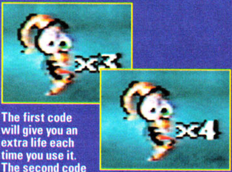
L=CONTROLLER LEFT
R=CONTROLLER RIGHT
D=CONTROLLER DOWN
U=CONTROLLER UP
A,B,X,Y=BUTTONS
S=SELECT

Instant 1-Up

L,S,R,S,L,S,R,S

1-Up 1 shot

S,L,S,R,S,L,S,R



The first code will give you an extra life each time you use it. The second code can be used only once per game. If you try to use it a second time, your game will freeze.

Instant Continue

Y,S,Y,B,X,B,X,B

One Continue

A,S,A,B,X,Y,X,Y

If you like the challenging game play but not the hassle of starting over from the beginning, these codes will do the trick. Be sure to enter them before the game is over!

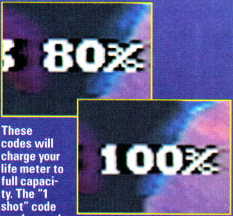
Map View

S,S,S,S,S,S,S,B

After you enter the code, Jim will disappear, and you'll be able to use the Control Pad to steer around the stage. Press A to make Jim reappear. Be careful, because Jim doesn't always appear on the path. If he doesn't, he'll fall off the screen and lose a life!

Instant Energy

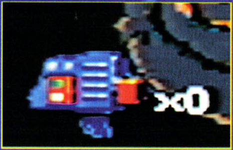
X,S,X,B,X,S,X,A



These codes will charge your life meter to full capacity. The "1 shot" code can be used once per game.

Plasma Gun

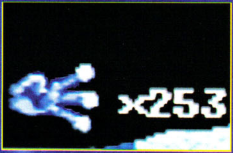
X,X,X,X,A,A,A,S



Need a big gun in a big hurry? Enter this code to get the Plasma Gun and two rounds of boffo ammo.

3 Shot Gun

X,X,X,X,A,A,X,S



Hit 'em high and low with this fab piece of firepower. You'll also get 500 rounds of ammo for your trouble.

Homing Gun

X,X,X,X,A,A,B,S

You'll get only three rounds on the first try, but if you repeat any of the weapon codes, you'll score more ammo.

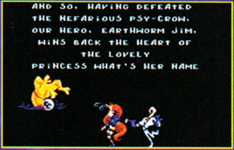
Nuke Gun

X,X,X,X,A,B,X,S

Use this to wipe out all enemies on the screen. You'll get only one shot, but in most situations, one shot is all you'll need!

Jump to End

S,L,R,LEFT BUTTON, RIGHT BUTTON,L,R,S



```
AND SO, HAVING DEFEATED
THE NEFARIOUS PSY-CROW,
OUR HERO, EARTHWORM JIM,
WINS BACK THE HEART OF
THE LOVELY
PRINCESS WHAT'S HER NAME
```

Enter this code to to watch the hilarious end to Jim's latest adventure. What is it with all these cows, anyway?

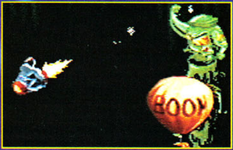
Bubble Gun

X,X,X,X,A,B,A,S

You get the gun and 10 rounds of fun bubble ammo, all for only one code! What a bargain! Order now!

Speedy Bomb Service

X,X,X,X,B,B,B,B



Instead of having to bump the bag of hot air along, this code delivers it to the side of your handy rocket pack.

Quiz Game Debug

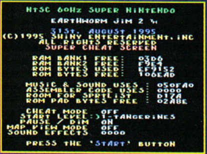
A,B,A,B,A,B,A,B

Get yer meal worms right here! Use this code to get all the worms you'll need to play the quiz and strength bonus games.

Config. Screen

S,L,R,A,X,X,L,R

From this screen, you can select any stage and activate the map view cheat using the Control Pad and the Y Button. Place the cursor on "sound effects" and press Start to return to your game. If the cursor is on another function, that function will be canceled when you return to your game.



```
NTSC 60Hz SUPER NINTENDO
EARTHWORM JIM 2 ½
31St. AUGUST 1995
(C)1995 SHINY ENTERTAINMENT, INC
ALL RIGHTS RESERVED
SUPER CHEAT SCREEN

RAM BANK1 FREE:  03D6
RAM BANK2 FREE:  F9E4
ROM BYTES USED:  EF9152
ROM BYTES FREE:  106EAD

MUSIC & SOUND USES :  050FA0
ASSEMBLER CODE USES:  0000
ROOM FOR SPRTLIST  :  D17A
ROM PAD BYTES FREE :  02A8E

 CHEAT MODE   OFF
START LEVEL :)1-TANGERINES
 PAUSE / DIM  ON
MAP VIEW MODE OFF
SOUND EFFECTS 0000

PRESS THE 'START' BUTTON
```

SALLY'S Q's

17. Can Jim speak German?
C) Bitte, wo ist die Toilette?

18. Can Jim speak Spanish?
A) Sí

19. Can Jim speak Chinese?
B) How's it going?

20. Can Jim speak Farsi?
A) No

21. Does Jim have piranha in his aquarium?
C) Both A and B

22. Does Jim's mother approve of his dates?
A) No, she does not

23. Can Peter Puppy have a bite of your ice cream sandwich?
C) Over my dead body

24. In a dogfight between a Spitfire and a Harrier, which plane would win?
B) The Harrier

25. Cook some meatloaf and I'll boil some potatoes.
A) Why?

26. What is the capitol of South Dakota?
B) Gila Bend, Arizona

27. What color is a marshmallow?
B) Carnivorous

28. How long is a piece of string?
C) The same shape as something beige

29. Who is the patron saint of video games?
B) St. Charles "Chip" Butty

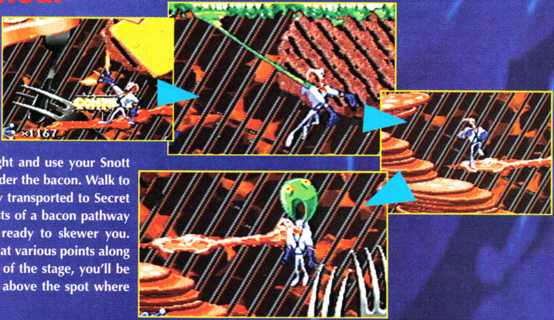
30. How many legs has a katydid?
B) Eleven

31. How do you compute the area of a circle?
C) Ask your doctor or pharmacist

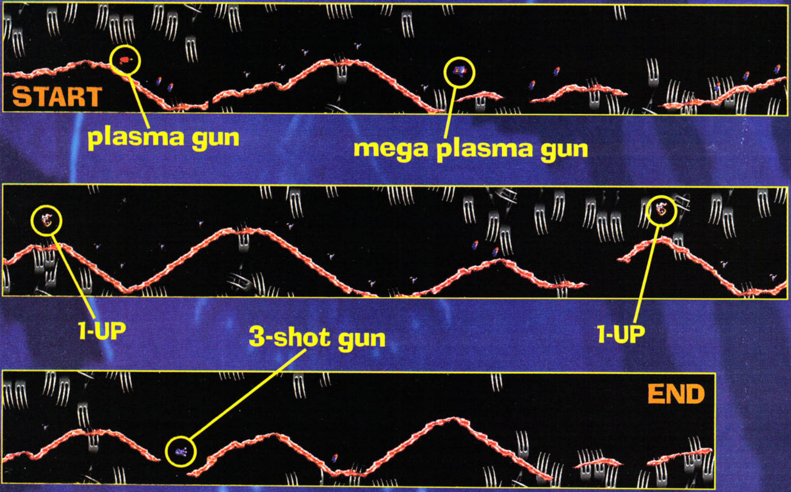
SECRET STAGE NUMBER 37!

Not enough bacon in your diet? Here are the directions to Secret Stage Number 37 (also known as "Forked" or "Get Forked"), which is accessible from Level Ate. You won't feel the same about luncheon loaf ever again!

Don't Get Forked!

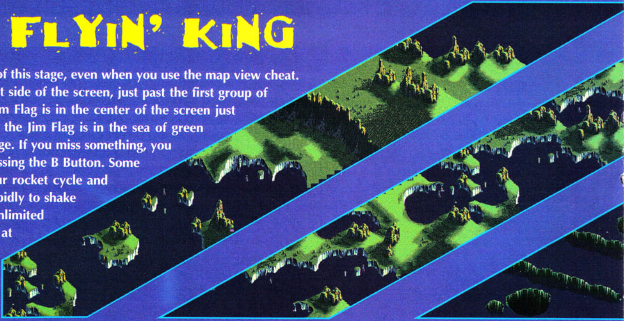


Start Level Ate as you normally would and make your way to the first Continue Point. From there, keep going to the right and use Snott to travel across the ceiling. Keep going to the right until you see a hill of bologna, then a single strip of bacon. Stand on the right side of the bacon, jump up and right and use your Snott parachute to float down and left under the bacon. Walk to the left, and you'll be automatically transported to Secret Stage Number 37. This stage consists of a bacon pathway with forks moving up and down, ready to skewer you. There are power-ups and safe spots at various points along the path. When you get to the end of the stage, you'll be transported back to Level Ate, just above the spot where you disappeared.



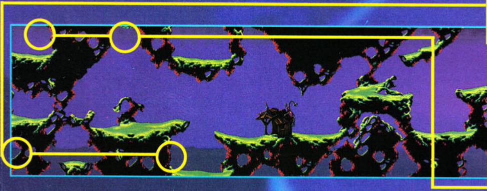
THE FLYIN' KING

It's difficult to see the sides of this stage, even when you use the map view cheat. The Earth Flag is on the right side of the screen, just past the first group of small islands, the Meal Worm Flag is in the center of the screen just past the first continent, and the Jim Flag is in the sea of green ooze near the end of the stage. If you miss something, you can change direction by pressing the B Button. Some enemies will latch on to your rocket cycle and weigh you down. Press B rapidly to shake them off. Your cycle has unlimited ammo, so that's one thing, at least, that you won't have to worry about.

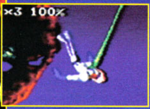


UDDERLY ABDUCTED

To score the first two flags, a Chip Butty and some extra firepower, go to the right and drop down the first pit. Walk through the wall to the left and follow the path to a teleporter. You'll reappear on a ledge above the starting point. Walk to the right and jump over the teleporter. Walk to the edge of the ledge and use Snott to swing to another ledge beyond. You can't see the patch of slime on the ceiling above you, so it may take several tries.



The passage throu
just a bit above gro
you'll have to make
to get into it.



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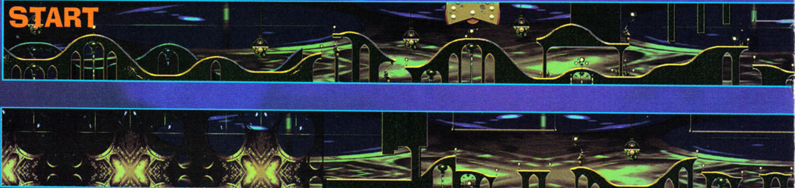
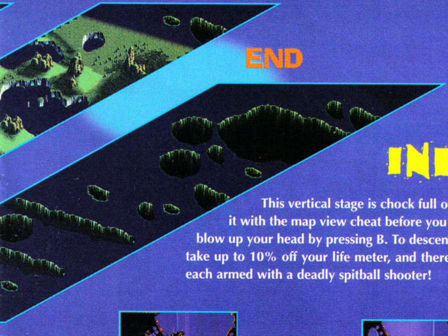
SEE JIM RUN

It's a race against Psy-crow and a slew of death traps designed to reduce Jim to a messy smear! Blast the rotating blades and doors, and do your path with Psy-Crow's path or you may find yourself jumping toward a ledge that isn't there. One of the trickiest spots is about one-qu way through the stage, where you must jump a gap and get through a door before a string of spheres drops on your head. If Psy-Crow door first, he'll slam it in your face! The map view cheat won't help you here, since Psy-Crow will appear next to you wherever you start.



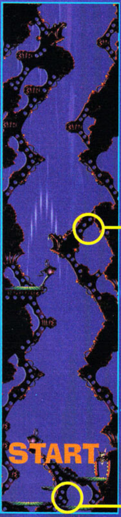


INFLATED HEAD

This vertical stage is chock full of hidden items and power-ups, so it's worth it to scan it with the map view cheat before you take off. Besides using the helium tanks, you can also blow up your head by pressing B. To descend, press A to let the air out. Breaking a light bulb will take up to 10% off your life meter, and there are murderous mice stationed all along your route, each armed with a deadly spitball shooter!

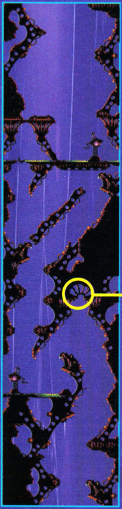
gh the wall is
und level, so
a little hop

e slime patch
fairly close to
e ledge, so
n't jump too far
you'll miss it.

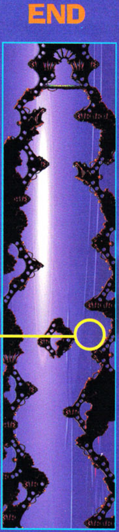


Slip through this wall for the Meal Worm Flag, some ammo, a couple of worms and a lovely Chip Butty.

Float up and left, then drop down to find a worm and suit power packs.



A worm and three power packs await anyone clever enough to maneuver around four light bulbs.



The Jim Flag is located under a ledge, and you'll need to deflate your head to escape.

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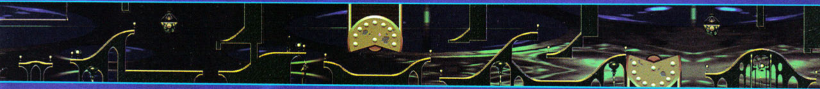
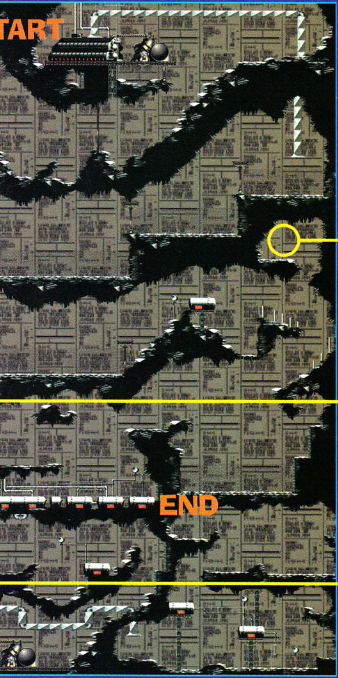
arter of the
eaches the



ISO 9000

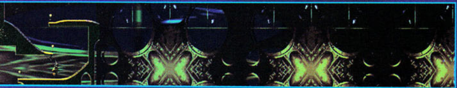
he object here is to grab the round mouse cages and feed them into the machines, vhich will then transport you to the next area of the stage. The Hooded Chickens re annoying, but a quick shot from any weapon will send them diving into the vaves of paper. If you face the Filing Cabinets, they won't charge at you, and hey'll open their drawers for you to use as steps.

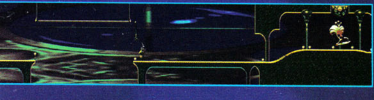


Flip the switch on the boiler to turn off the flames then use Snott to swing to this ledge. Your reward will be a Worm Flag and 10 power packs.

Jump from the tower of paper in the middle of the area to the small ledge on the left near the ceiling. From there, use Snott to swing left and up to this extra life icon.

This is the easiest 1-Up to get, but it's also the easiest to miss. As you jump down from the boilers above, hold left to fall into this hole. Walk to the right to exit.





END

SALLY'S Q's

32. What is the species name of the duckbilled platypus?
    C) St. Petersburg, Florida
33. Who won the 1994 World Cup?
    B) Napoleon
34. How many TV sets are in the average American household?
    A) Orange
35. An average of 2.8 children
    B) How about if you drain the broth? How many noodles would there be?
36. Are you being served?
    B) Chip Butty
37. What is a paradox?
    C) I don't know
38. Did you save any room for pie?
    B) You've got to be kidding!
39. What is a tarheel?
    C) Chip Butty
40. Who was Charlemagne?
    A) Chip Butty
41. What Broadway musical is based on annelids?
    A) Annie
42. What is the Union Jack?
    B) Organized labor's tool for changing a flat tire
43. Coal is to water as a light bulb is to:
    C) Wet coal
44. If cigarettes cause cancer, what causes Capricorn?
    C) One and a half pounds of butter
45. Will you please knock it off?
    C) Yes
46. Hey kids, what time is it?
    C) Nick
47. Can Jim speak Japanese?
    A) Ie

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SUMMER
GAMES

Coming soon to your Super NES
and Game Boy From Black Pearl

50

NINTENDO POWER®

Mark Crear, world record holder and '96 Olympic hopeful, 110 M hurdles

EPIC CENTER

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  Civilization
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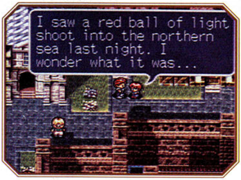
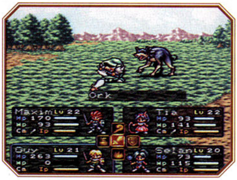
LUFIA RETURNS

Never say never when it comes to video games. Taito and Natsume proved the truth of that saying by arranging it so that Lufia II will appear for the Super NES long after it was thought to be dead in the water. Natsume will publish the long-anticipated RPG from Taito this year, with a release date scheduled for May or June. This 20-megabit, battery-backed-memory title follows in the footsteps of one of the more popular RPGs for the Super NES. For years, Lufia was one of the games that received the most questions from callers to Nintendo's Game Play Counselors.



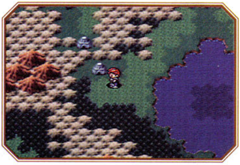
I saw a red ball of light shoot into the northern sea last night. I wonder what it was...

In this new adventure, which takes place prior to the time of the original Lufia, the Sinistrals have just come down to the land of Lufia to begin their reign of domination. Maxim, a young hero, learns of his special destiny to protect the world, and he sets off to right the wrongs that have beset the many towns. Joining Maxim are six characters and seven capsule pets, all of whom help out in battle. Some of the warriors fight with weapons while others cast magic spells. Capsule pets lend a fang, as well...up to a point. If they take too much damage, they run away. Battle parties max out at four characters and may include people or pets. Your adventurers usually travel by foot, but sometimes they'll need to board a ship, take wing in an airship, or dive under the waves in a submarine designed by their companion, Lexus.

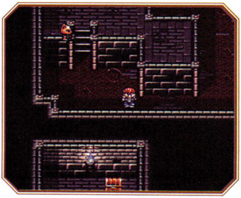


Ork
Maxim Lv 22 HP 170 MP 93 Ca / Ip
Tia Lv 22 HP 93 MP 141 Ca / Ip
Guy Lv 21 HP 263 MP 0 Ca Ip
Selan Lv 20 HP 73 MP 115 Ca Ip

The new Lufia improves on the play of the original in almost every area. Graphically, Lufia II mixes traditional RPG overworld views, in which a small character tromps about a map, with interior perspectives reminiscent of Zelda games. Town views look like they came from the Dragon Quest or Dragon Warrior series, and the town areas contain the traditional shops and characters who impart information. Weapon selections can be made with a ring menu such as those used in Secret of Mana or Evermore. Battles occur randomly in the overworld, but in the dungeon areas, Maxim can shoot arrows to stun enemies in order to avoid going into battle. As they explore the vast dungeon areas, players stumble across puzzles and traps such as those in BrainLord or Legend of Zelda: A Link to the Past. Even if your party is getting the short end of the claw, you may have a chance to come back, thanks to the innovative IP meter, a feature usually found only in fighting games. The IP meter fills as you take hits and your character's rage builds. When it is full, the IP meter allows certain berserk attacks with special weapons. Another great house-keeping tool is the equipment preview in shops. Before buying a weapon, you can see who uses it and if it will increase their status.



Lufia II may borrow elements from other epic games, but the developers chose the right elements to borrow and blended them into an exciting mix that should keep you questing for 60 to 80 hours or more. The world is vast and the puzzles are many. Look for more coverage on this major epic in the next few months here in the Epic Center.



GET READY FOR 32 MEGS POWER AS MARIO AN EPIC JOURNEY TO

SUPER MARIO RPG™

LEGEND OF THE SEVEN STARS™

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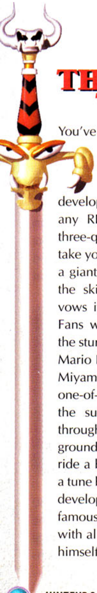
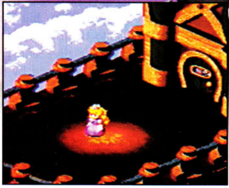
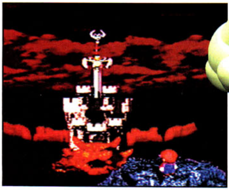
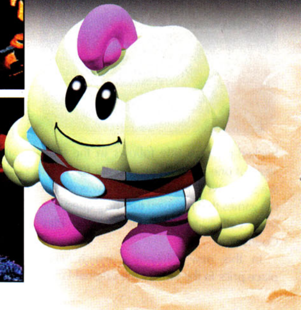


THE SWORD FROM THE SKY!

You've never seen a game like Super Mario RPG! Led by Mario creator Shigeru Miyamoto, talented teams at Nintendo Company Ltd. and Square Soft spent more than a year developing the most stunning graphics of any RPG yet. The result: fully rendered, three-quarter views that are guaranteed to take your breath away. The story begins with a giant sword named Smithy plunging from the skies into Bowser's Keep. The sword vows it won't rest until it rules the world! Fans wondering if the game play matches the stunning graphics can rest assured: Super Mario RPG delivers the goods, big-time. Mr. Miyamoto has put his magical stamp on this one-of-a-kind title. Mario's quest to thwart the supernatural invaders will take him through bucolic towns, down an underground river and onto a sunken ship. He'll ride a barrel through raging rapids and play a tune by hopping on musical tadpoles. He'll develop a bevy of new attacks to go with his famous jumping ability. He'll even team up with all-new companions, including Bowser himself!





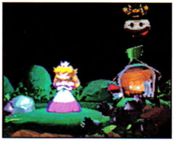


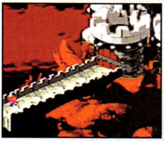
OF CERTIFIED STAR
EMBARKS ON
SAVE THE WORLD!

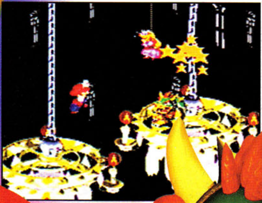
THE PRINCESS IMPERILED

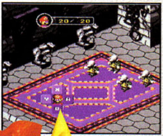
BOWSER'S KEEP

Princess Toadstool was enjoying the sunshine in Mario's garden one day when Bowser swooped down and princess-napped her! Brave Mario immediately sets off for Bowser's Keep. After defeating the Terrapins standing guard outside Bowser's throne room, Mario finds the trussed-up princess dangling from the ceiling while Bowser gloats from his perch atop a nearby chandelier. Before Mario can rescue the princess, though, a giant sword encircled by seven stars plunges through Bowser's Keep!



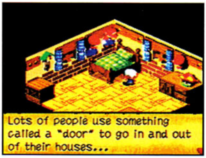


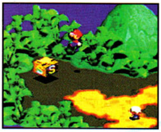




MARIO'S PAD

Mario quickly informs Toad that the princess won't show up soon, then dashes back to Bowser's Keep. This time the front gate is blocked. Hearing a booming voice, Mario looks way, way up and is shocked to see a hideous face on the giant sword speaking to him. It's Smithy, announcing his plans to conquer the world!


Lots of people use something called a "door" to go in and out of their houses...

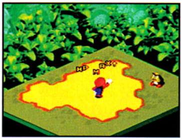

The first Save Block lies just outside Mario's front door. Hearing of the frightful invaders, Toad urges Mario to warn the Chancellor of the Mushroom Kingdom.

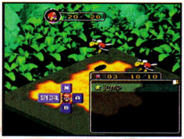
BOWSER'S KEEP
VISTA HILL

"We must inform the Chancellor of Mushroom Kingdom at once!"

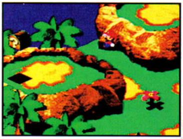
MUSHROOM WAY

Pesky Goombas, Spikeys and Sky Troopas patrol your path. They provide a good opportunity to practice Timed Attacks. Executed properly, they greatly increase the damage inflicted. You can sometimes boost Mario's defense by pressing the A Button just before an enemy attacks.

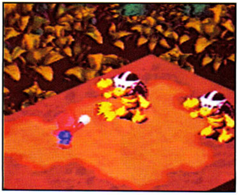

Vanquished enemies sometimes surrender bonus flowers. Here, Mario maximizes his HP.



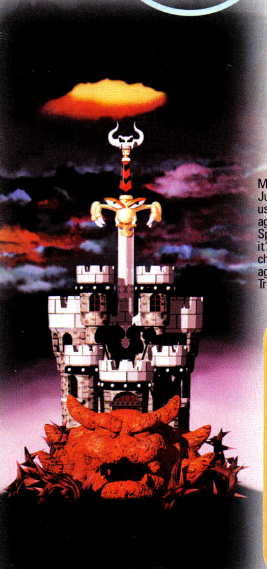
Mario's Jump is useless against Spikey, but it's a good choice against Sky Troopas.


Wait until the spinning red flower faces the hilltop before pressing the B Button to leap.

HURTING THE HAMMER BROTHERS

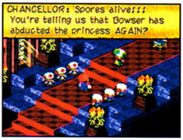


These two bruisers block the path to the Mushroom Kingdom and hold Toad hostage. Be sure Mario has reached at least Level 2 and has a full supply of FP before going into battle. Defeat each brother with a Timed Jump Attack and a timed Regular Attack. You'll win one of their hammers, which will become Mario's default regular attack. If he later returns to Mushroom Way, he can win plenty of experience points and coins.

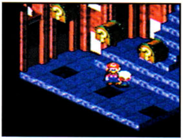


MUSHROOM KINGDOM

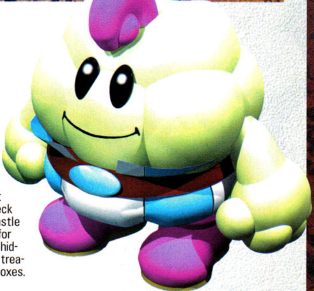
The Smithy Gang hasn't yet made it to the Mushroom Kingdom, so you won't have to worry about enemies here. Instead, head straight to the Mushroom Castle, which is in an uproar over the missing Princess. Brief the Chancellor on the sinister developments at Bowser's Keep. In return, he'll give you some valuable supplies, including a world Map. It's fun to explore the houses, but you won't gain anything from them.

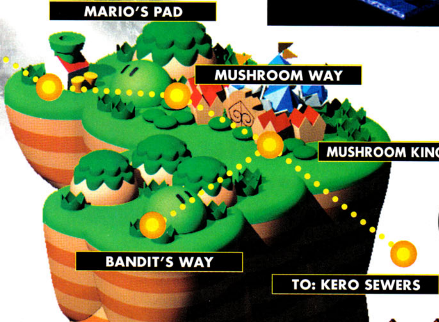

CHANCELLOR: Spores alive!!! You're telling us that Bowser has abducted the princess AGAIN?

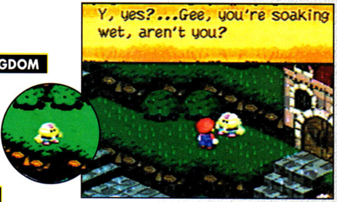
The forgetful Chancellor will call Mario back several times.



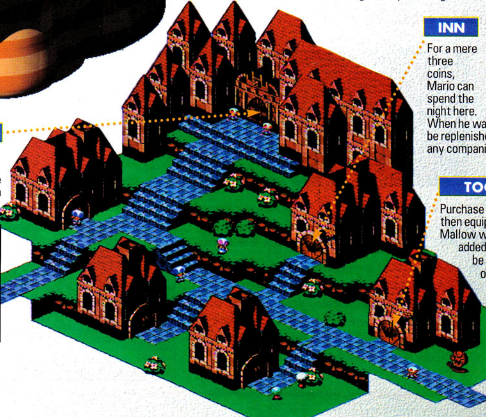
Don't forget to check the castle vault for items hidden in treasure boxes.






Y, yes?...Gee, you're soaking wet, aren't you?

Mario meets Mallow, an odd-looking tadpole with the strange ability to change the weather.



MUSHROOM CASTLE

The guards would love to chat, but they don't have any useful information. Instead, head for the vault, then go to the throne room to confer with the Chancellor.

Sir, Mario has arrived!

INN

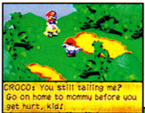
For a mere three coins, Mario can spend the night here. When he wakes up, his HP will be replenished, as will that of any companions with him.

TOOL SHOP

Purchase a Shirt and Pants, then equip Mario and Mallow with them for added protection. Also be sure to stock up on Honey Syrups.

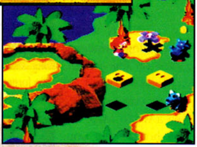
BANDIT'S WAY

Mario decides to help Mallow recover his coin, which was stolen by the sniveling Croco. This top-hatted thief tries to stay a step ahead of Mario and Mallow throughout Bandit's Way. Keep pursuing him, though, and eventually he'll have to turn and fight you. After defeating Croco, return to the Mushroom Kingdom so Mallow can complete his errand.



CROCO: You still tailing me? Go on home to mommy before you get hurt, kid!

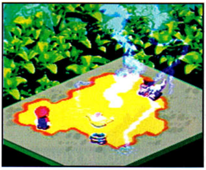
Croco could make a clean getaway but prefers to jeer at his pursuers.

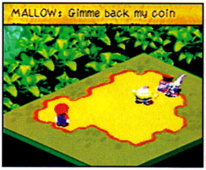


When you activate these moving platforms, coins will appear out of thin air.

CROCO, THE KLEPTO-CROC

Mario should attack Croco forcefully with his Jump and Fire Orb. None of Mallow's attacks are particularly effective against Croco, so opt for defense by pushing the B Button when it's his turn. Eventually Croco will reach into his bag of tricks and replenish his HP with a weird mushroom spell. Keep attacking, and soon Croco will fork over the stolen Frog Coin.





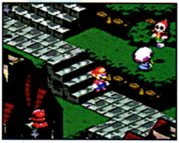
MALLOW: Gimme back my coin

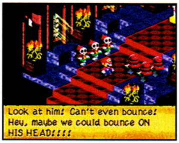
MUSHROOM KINGDOM

A dark shadow has descended over this once-smiling land. The citizens tremble with fear at the sight of the Shysters bouncing down the streets! Head straight to the castle's throne room for a showdown with the usurper who's holding the Chancellor hostage.

> “How about a fat lip to go with that ugly moustache?”

The Shysters like to spring out on unsuspecting passers-by. Their attacks drain lots of HP.



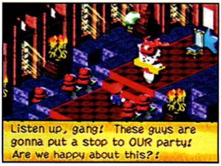


Look at him! Can't even bounce! Hey, maybe we could bounce ON HIS HEAD!!!!

Stand your ground in the throne room and don't be intimidated by these gyrating goons.

MACK THE BIG KNIFE

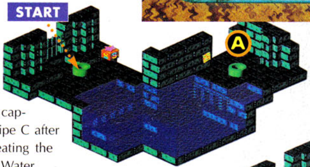
The key to blunting Mack is minimizing damage from the squads of Shysters guarding him. When Shysters appear, Mario should conserve HP by choosing defense mode while Mallow attacks with his Thunderbolt. After the bouncing brutes vamoose, it's time for Mario to Jump Attack the big blade while Mallow replenishes their FP supply.

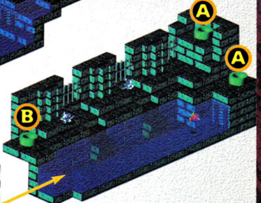


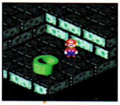
Listen up, gang! These guys are gonna put a stop to OUR party! Are we happy about this?!

KERO SEWERS

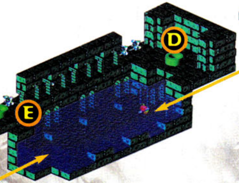
Prepare yourself well before descending into this dank underworld! Mario's Jump Attack is useless against the disembodied spirits lurking unless he's put on a pair of Jump Shoes at the Mushroom Kingdom's Tool Shop before going down the pipe. The Antidote Pin, also available at the Tool Shop, inoculates Mallow against poisonous phantoms. For the quickest route, follow the capital letters. You'll have to double back through pipe C after draining the pools. However, you'll find that beating the enemies is fairly easy, especially if you have Pure Water.

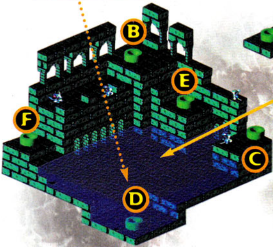


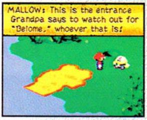




You'll have to drain the sewers in order to get to this pipe. It takes you to Belome, the four-eyed wraith of the underworld.

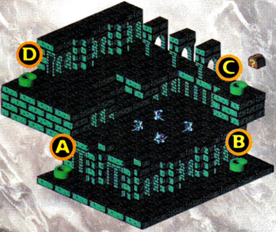






MALLOW: This is the entrance Grandpa says to watch out for "Belome," whoever that is!

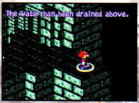
Mario and Mallow can always return to the surface for more supplies.



36 36
49 49
GOBY
Hammer

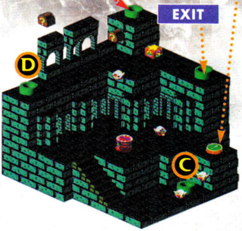
Thanks to dark magic, Gobys can keep swimming and attacking even after Mario drains the sewers.

Bigger Boos will try to prevent you from reaching this switch, which drains the sewers. The nearby trampoline returns you to the surface.



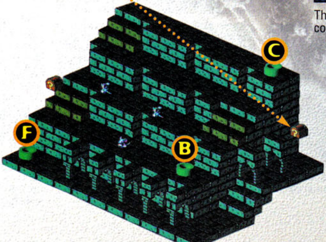
The water has been drained above.

Much later in the game, you'll discover a secret route that returns you to this pipe.

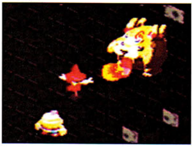


Pandorite disguises himself as a treasure box. When defeated, he'll surrender a valuable Trueform Pin.

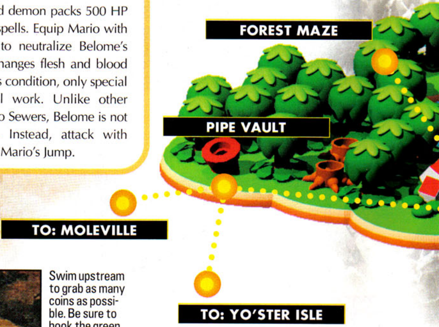
The sewers are crawling with coin-rich Rat Funks.



LOOK OUT BELOME!

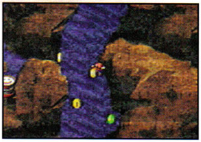


This big-tongued, four-eyed demon packs 500 HP and some mighty spooky spells. Equip Mario with Pandorite's Trueform Pin to neutralize Belome's Scarecrow Funk, which changes flesh and blood into sticks and straw. In this condition, only special attacks and defense will work. Unlike other demons that haunt the Kero Sewers, Belome is not affected by Pure Water. Instead, attack with Mallow's Thunderbolt and Mario's Jump.

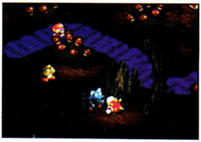


MIDAS RIVER

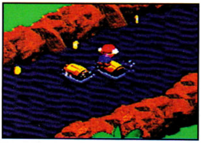
You didn't think Belome would give up the ghost easily, did you? After evaporating into thin air, Belome opens up the sluice gates that keep the raging Midas River out of the Kero Sewers. Here's your chance to improve your cash flow by picking up regular coins, and even some Frog Coins. There are no enemies here except for the treacherous currents and some sneaky coin-bandits.



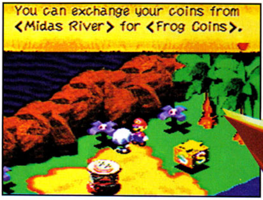
Swim upstream to grab as many coins as possible. Be sure to hook the green Frog Coins.



Slip into an opening and you'll bob through hidden caverns to another part of the river.



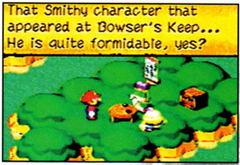
Back above ground, the barrel-jumping event gives you the opportunity to grab more coins.



You can exchange your coins from <Midas River> for <Frog Coins>.

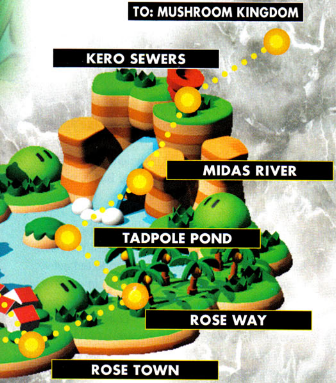
Save your game, then pay 30 coins if you want to run the river again. Toad's gift of a Nok Nok Shell amplifies Mario's Regular Attack.

TADPOLE POND

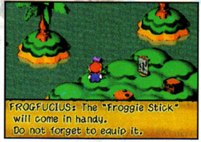

That Smithy character that appeared at Bowser's Keep... He is quite formidable, yes?

Frogfucius reveals that the secret to beating Smithy lies in the glimmering stars.

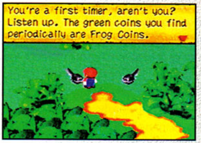
Welcome to the peaceable aquatic kingdom, ruled with a gentle webbed-hand by Mallow's wise grandfather, Frogfucius. Hop on the tadpoles' backs to an island in the middle of the pond where Frogfucius will pique Mario and Mallow's curiosity with tantalizing clues about their mission. Frogfucius also reveals a secret about Mallow's past. It seems that he is not a mere tadpole, after all! Before leaving, you should inspire the great composer, Toadofsky, who's searching for a new tune, and visit the Frog Coin emporium and Juice Bar.



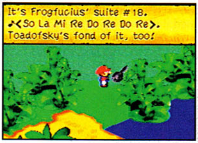
> “His underlings are wreaking havoc in our world!“


FROGFUCIUS: The "Froggie Stick" will come in handy. Do not forget to equip it.

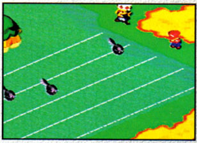
Mallow strenghens his Regular Attack by swapping a Cricket Pie for Frogfucious's Froggie Stick.


You're a first timer, aren't you? Listen up. The green coins you find periodically are Frog Coins.

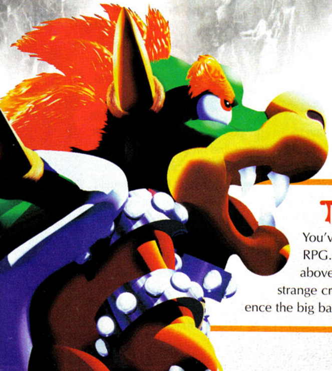
Purchase supplies at the Frog Coin emporium, then nourish yourself at the Juice Bar next door.


It's Frogfucius' suite #18. ♪<So La Mi Re Do Re Do Re>. Toadofsky's fond of it, too!

This tadpole dreams of becoming a musician. Memorize this song before proceeding to Melody Bay.



The grateful Toadofsky will give you an Alto Card, good for discounts at the Juice Bar.



THE EPIC CONTINUES...

You've only begun to explore this deep and detailed RPG. Next month you'll take a trip on the platforms above Rose Way and come face-to-face with the strange creatures lurking in the Forest Maze, and experience the big bang deep inside Moleville Mountain.

Tactics Ogre

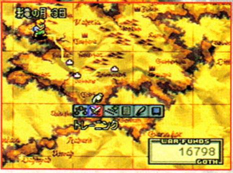
Let Us Cling Together

Ogres, knights, sorcerers and monsters of every ilk have moved from the battlefields of Zenobia to distant island kingdoms in Quest's epic strategy game, Tactics Ogre. Epic Center uncovers the magic of this foreign phenom in our continuing coverage of top epic games from Japan.

©1995 QUEST

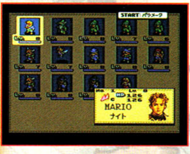
Cling to this

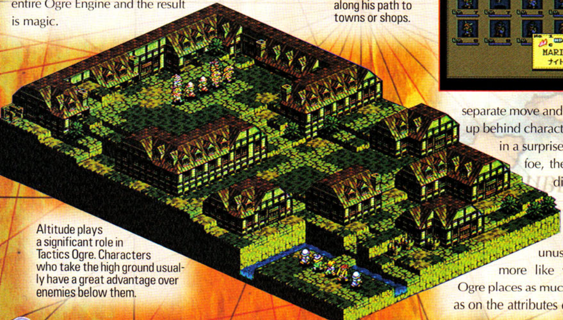
In our continuing effort to make North American epic game fans jealous of their Japanese cousins—not a difficult task these days—your Epic Center staff recently plugged-in and played the Super Famicom version of Tactics Ogre. Previously, we reported that Japanese Gamers had ranked this sequel to Ogre Battle in the top five games since its release last fall. Now we know why. This 24-megabit Pak with battery-back memory has it all: excitement, strategy, replay value, graphics, sound and story. The development team at Quest redesigned the entire Ogre Engine and the result is magic.



Denim moves from one battle to the next, but he can also move back along his path to towns or shops.

Tactics Ogre creates a battlefield experience unlike that of any other RPG or strategy game. In Ogre Battle, players created units of several characters and moved them independently over the map. Good units would fight bad units in RPG-type battles. Tactics Ogre concentrates on individual battles. You have just one party, but it can include up to ten active characters while many more wait in reserve. When your party runs into the enemy, the two sides square off on a unique, 3-D map that may contain hills, buildings, streams and other features and obstacles. Individual characters move about this three-quarter-view terrain, seeking to gain advantages. For instance, a winged warrior can fly to the roof of a house and shoot down at enemies. Using separate move and attack phases, you can sneak up behind characters and hit them from behind in a surprise attack. You can also attack a foe, then run away. The battlefield dictates how you move your forces and which characters have an advantage. That's what makes Tactics Ogre so unusual. Unlike most RPGs, and more like war strategy games, Tactics Ogre places as much importance on the battlefield as on the attributes of the combatants.



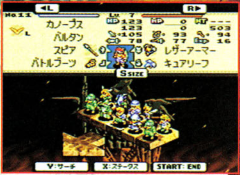


Altitude plays a significant role in Tactics Ogre. Characters who take the high ground usually have a great advantage over enemies below them.

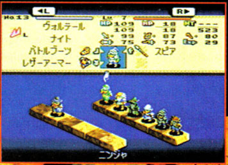
The game is set after the war in Zenobia, in a distant land where three realms have divided an ancient kingdom. Denim, the hero of the game, tries to unify the three lands. Helping him are his sister, Kachya, a childhood friend, Vance, a winged man named Canopus and Warren, a wizard whom you may recall from Ogre Battle. With these characters and other friends and mercenaries, Denim marches through the land bringing liberation.

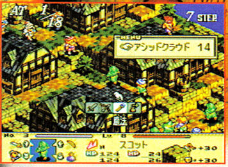
Other forces are also at work. Four gods—Fire, Water, Wind and Earth—preside over the destinies of mankind. One of these gods will be your protector, aiding your magic and hindering your foes in battle. You must also contend with the god of light, Ishtalle, and the god of darkness, Azmodi. A character's alignment with one of these two gods may determine his or her fate in upcoming battles and your ability to change the class of the character.

Initially, the game seemed slow. Battles may take half an hour or more to complete, but each battle turns out to be a strategic game in itself. The AI of the enemy forces is good enough to keep you on your toes and the sheer weight of superior enemy numbers makes for a challenge in most battles. Like the original Ogre Battle, Tactics Ogre grows on you. At press time, no plans have been finalized to bring Tactics Ogre to the U.S., but Epic Center has learned that one American publisher is interested in releasing the game.

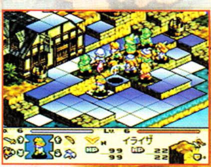


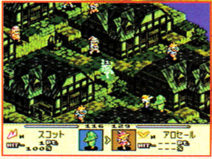
Form an attack team at the outset of a battle. Other characters may join you during the fight.



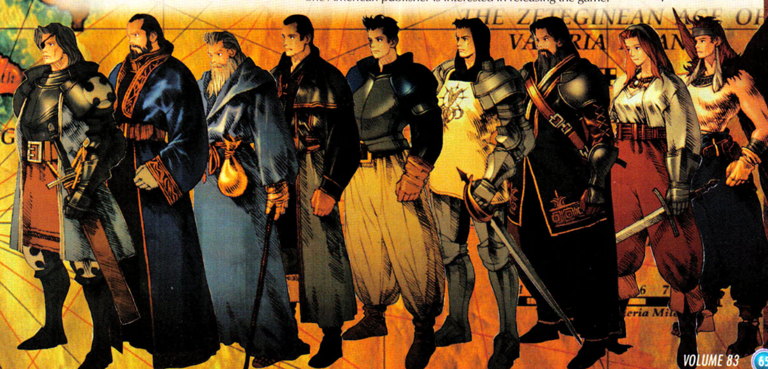


Characters can change class when they gain experience. This knight can become a ninja, beast master or soldier.





A character's range shows up clearly on the battlefield, helping you decide your next move.



Sid Meier's CIVILIZATION™

Rome wasn't built in a day, and the same will certainly hold true for your civilization. In fact, it will probably take over six thousand years of careful planning, learning, battling and building before your society will be ready to shake the bonds of earth and reach for the stars!

FAQs

In Volume 79, we covered some basic civilization-building strategies. This month, we'll answer some of the more frequently asked questions we've received. Some of the solutions may seem obvious in retrospect, but with a game this complex, sometimes the obvious is easily overlooked.

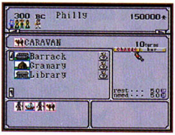
Why Won't My Settler...?

One of the most common questions we hear is, "Why won't my Settler irrigate or mine this square?" Keep in mind that only certain types of terrain can be irrigated or mined. In the case of irrigation, make sure the square in question is located next to a water source, like a river, ocean or square that is already irrigated. Some types of terrain can be changed to other types to allow for irrigation and mining, but unique resources may be lost in the process. Swampland, for example, yields only average amounts of food and must be converted to grassland to produce more. You would double food production in that square, but you could lose up to four units of trade goods, including valuable gems.

Consider all the pros and cons before you modify a square.

Where Did My Barracks Go?

Barracks ensure that your troops will be provided with the best equipment and training available. That's why cities with Barracks produce more powerful Veteran units. Barracks will, however, disappear twice during the course of a game. They disappear immediately after Gunpowder is invented and after Combustion is developed. Why? Both of these discoveries changed the face of military tactics and made then-current equipment and training obsolete. In both cases, your military units have to scrap most of their weapons and tactics and start from scratch. With the advent of Gunpowder, the soldier's primary weapon changed from the sword to the gun. With the development of internal combustion engines, cars, trucks and tanks replaced the horse as the primary mode of transport and mounted attack.



300 BC Philly 150000

CARAVAN 10turns

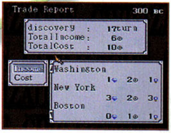
Barrack
Granary
Library

rest::: 50
need::: 50

Your first set of Barracks will last for a few thousand years.

Where Did My Improvement Go?

City improvements and mobile units sometimes disappear because of a lack of funds. Every improvement and unit costs money and/or resources to maintain. If you fall short of cash, food or resources, the computer will pick one or more items for you to lose automatically. The computer will delete non-essential improvements, like Wonders of the World, before it will delete basic improvements like Barracks and Granaries. If your shortfall is small, it's likely that one or two low budget items, like military units or Settlers, will be the first to feel the budget ax.



Trade Report 300 BC

discovery : 17turn
TotalIncome : 6
TotalCost : 10

Income
Cost

Washington
1 2 1
New York
3 2 3
Boston
0 1 1

Check your cash flow before you build improvements and units.

How Do I Boost Trade and Taxes?

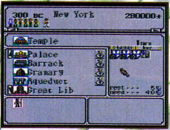
In our last feature on Civilization, we stated that establishing trade routes and creating Tax Collectors are two good ways to increase revenues. These measures don't always pay off well at first, though, and like anything in Civilization, they should be managed carefully.

Sending a Caravan overseas can be a very profitable venture.

Remember that the size and level of civilization of partner cities, as well as the distance and existence of roads between them, will affect trade route income. Having a Marketplace at each end of a route is also a plus. Each city can have up to three primary routes at a time, and if you try to establish more than that, the computer will focus on the three most profitable ones. As for changing Farmers into Tax Collectors, keep an eye on the Population Roster and your production stats when you do so. Creating Tax Collectors may cause wealthy citizens to turn into normal citizens or make happy citizens unhappy ones. Make sure that you're still producing enough food after the change. If you don't produce enough food to feed everyone, your population will drop, and you may lose more taxes from the change than you'll gain. Work on boosting overall food production and population first.

How Do I Stop City Production?

Your cities will always want to produce something, and there's no way to "turn them off." Unfortunately, this does not let you build up much of a surplus of money or resources. There is a way to fool the computer into stopping, but you'll be able to use it only once in a while. Order your city to produce a needed improvement, like a Granary or a Temple. When it is completed, do not change the production order. The city can't make two of the same improvement, so it will sit idle until you change the production order. Once you change the order, the option to build that improvement will disappear from the Production screen. If you don't want to or can't produce city improvements, the only other option you have is to continuously produce military or civilian units and disband them as soon as they appear. You'll avoid paying for their upkeep, but you'll still have to pay for their production, and the process often causes unhappiness.



After a city finishes an Improvement, don't change the production order.

Why Do Stronger Units Lose Battles?

When an attack is declared, the computer adds up the attack and defense factors of the opposing units, calculates a set of odds for winning and decides the outcome by making a computerized "dice roll" based on the odds. There are several elements (known in most wargames as "modifiers") that can increase the attack and defense factors and sometimes allow weaker defenders to prevail over more powerful attackers. The only attack modifier is Veteran status, which adds 50% of a unit's base attack factor to its total attack factor. Defense factor modifiers are calculated in the following order: Terrain, Veteran status, Fortification (a unit on Defense duty is considered Fortified) and Improvements. Certain types of Terrain can multiply the base defense factor anywhere from 1.5 to 3 times, Veteran status and Fortification each add 50% of a unit's base defense factor to its total defense factor, and some Improvements can multiply the total defense factor up to 3 times. Improvement defense modifiers are always calculated last. For example, let's say a Catapult with a base attack factor of six is attacking a Phalanx with a base defense factor of two. Sounds like good odds for the Catapult, right? Not if the Phalanx has a few defense modifiers in its favor! The Catapult has Veteran status, which increases its attack factor from six to nine. Let's say the Phalanx is in a city on a Hill, which multiplies its base defense factor by two, for a total of four. The Phalanx is also a Veteran unit and is Fortified, which brings the tally to six. The city is equipped with City Walls, which multiplies the total defense factor by three, for a grand total of eighteen. To calculate the Catapult's chances of winning the battle, divide the Catapult's total attack factor by the sum of the Catapult's total attack factor and the Phalanx's total defense factor. In this case, this would be nine divided by eighteen, which equals .50 or a 50% chance of the Catapult winning the battle. As you can see, defense modifiers can give weaker units a fighting chance!

Take a look at Terrain and other factors before you attack.

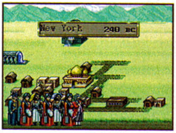
Diplomats can gather vital intelligence before an attack.

How Can One Unit Beat Two or More?

When there is more than one unit in a square that is being attacked, the unit with the greatest total defense factor (after all defense modifiers are calculated) is considered to be defending for all of them. The other units do not participate in the battle and do not contribute to the battle odds. If the defending unit loses, all the units of the same nation in the square are destroyed. The only exception to this rule is when the defenders are in a city square. In that case, defending units must be defeated one by one.

How Do I Build a Space Ship?

The ultimate goal of Civilization is to build an interplanetary space ship and colonize another planet. While building a World Wonder often helps you in some way, most Wonders are not essential to winning the game. The only exception to this is the Apollo Program, which is the most complex Wonder of the Industrial Age. The Apollo Program must be completed somewhere in the world before a space ship can be built. If another nation developes the Apollo Program, you may not have immediate access to the information. Once space technology is spread around the world, each nation can have only one space ship at a time. If your capital city is conquered, your space ship is automatically destroyed, though it can be replaced. The smallest space ship that can be built has nineteen Structural Components, one Habitat Module, one Life Support Module, one Solar Module, three Fuel Components and three Propulsion Components. This type of ship will take 12.7 years to reach Alpha Centauri.



Will your humble tribe ever reach the stars?

CLASSIFIED INFORMATION

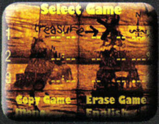
0428 6211 4842 0680

MEMBER IDENTIFICATION #

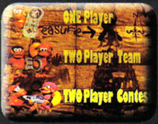
DIDDY'S KONG QUEST

Cheat Mode Codes

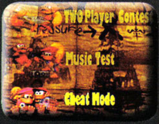
Hang on to your bananas, 'cause we've got exclusive DKC 2 codes! We apologize for the delay, but we think you'll agree that these babies are worth the wait. As many of you have found, when starting a new game, you can press Down repeatedly on the 1-Player/2-Player select screen to access a Music Test option and a Cheat Mode. If you want a bit more challenge, highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A and X ("BARRALAX") to remove all of the DK Barrels in the game. Press Y, A, Select, A, Down, Left, A and Down ("YASADLAD") to start the game with 50 lives. If you enter both codes, you'll remove all DK Barrels and start with 50 lives. When you begin a new stage (except for boss stages) or return from a Bonus Area, you'll have both Diddy and Dixie, even if you lost one of them previously.



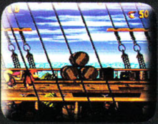
These codes work only with a new (blank) game file.



Press Down until the cheat menu appears.



If a code is entered correctly, you'll hear a tone and some chimp noises.

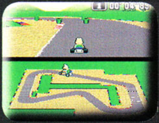


You can't use these codes with saved games, so make those extra lives count!

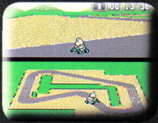
SUPER MARIOKART

Pan and Scan

To commemorate the re-release of Super Mario Kart, we've got a new trick that's just for fun. Finish any time trial with no mistakes, then choose the Replay option. As you watch the "film" of your time trial, you can make the camera swing around your kart by holding the L or R button!



Don't bump a wall or object, or the trick won't work.



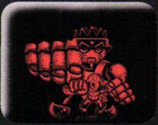
He's looking good in turn number one!

TELEROBOXER

Rock 'Em, Sock 'Em

Here's another trick that's just for fun. During the game's intro sequence, you can control the robot's punches with the left and right triggers.

Start your game as normal and wait for the animated sequence to begin.

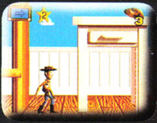


You can take a few practice punches before the action heats up.

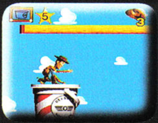
TOY STORY

Invincibility and Stage Skip

If you're having trouble guiding Woody and Buzz back to Andy's room, these codes will help you out. Go to Andy's dresser in the first stage and crouch on the lower shelf for five seconds. You'll flash when you're hit, but you won't take any damage. To activate the Stage Skip, jump on the bucket of toy soldiers in the first stage and crouch down for seven seconds. You can now skip to the end of any stage by pausing the game and then pressing Select.



If you enter the invincibility code correctly, the power meter will start spinning.



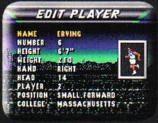
The invincibility code must be activated first for the Stage Skip code to work.

NBA LIVE 96

More Hidden Players

Back in Volume 81, we printed a list of hoop superstars that are hidden in NBA Live '96, and now we've got more names to add to the roster! Select the Edit Players option from the Roster Setup menu. Highlight a player and enter any last name from the list below. The player's stats will change to match those of the person you've named!

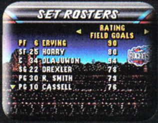
Walt "Clyde" Frazier
Julius "Dr. J" Erving
Wilt Chamberlain
George Mikan
Bob Cousy
Pete "Pistol Pete" Maravich
James Worthy
John Havlicek
Elvin Hayes
Calvin Murphy



EDIT PLAYER

NAME ERVING
NUMBER 6
HEIGHT 6'7"
WEIGHT 210
HAND RIGHT
HEAD 14
PLAYER 2
POSITION SMALL FORWARD
COLLEGE MASSACHUSETTS

Enter any last name from the list and press B to lock it in.



SET ROSTERS

RATING
FIELD GOALS

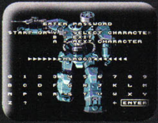
PF 6 ERVING 90
SF 25 HORRY 80
C 34 OLAJUWON 94
SG 22 DREXLER 78
PG 30 R. SMITH 79
PG 10 CASSELL 76

Use the Trade Players option to get that star on your team!

MECHWARRIOR 3050

Unlimited Ammo

Are you fed up with getting blown up? Enter M1R0G3 as your password, and you'll have an unlimited supply of ammo for whichever weapons you choose for a mission.



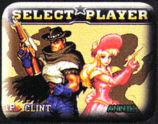
This password works with any stage password. Enter the ammo password first...

...then enter any stage password. Come and get it, ya dog faces!

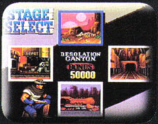
WILD GUNS

Stage Select

Hold Select and press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B on the character select screen. Choose your character and the Stage Select screen will appear.



A tone will sound if you enter the code correctly.



You'll come back to this screen after every stage.

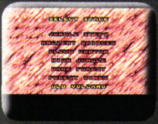
PREHISTORIK MAN

Stage Skip and Select

There are 23 stages in Titus's "prehistorik" Pak so we're sure you'll appreciate this code! Go to the Options menu and highlight "Exit." Press and hold the L Button, then press Start to return to the Title screen. Highlight "Game Start," then press and hold the R Button and press Start. You can now skip the stage you're in by pressing and holding Select at any time. To access the Stage Select screen, press Start to pause, then press Select.

STAGE 01
JUNGLE STEPS

When you use the code, you'll hear a new sound effect when you press Start.

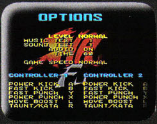

SELECT STAGE
JUNGLE STEPS
ANCIENT BRIDGES
CLOUD CANYON
HIGH JUNGLE
DARK FOREST
FOREST VINES
OLD VOLCANO

The Stage Select feature can take you to any part of the game at any time.

SHAQ FU

Control Second World Fighters

Last month, we told you how to access a new arena in the Duel mode. This month, we've got a code that will let you command different fighters in the Story mode! Go to the Options screen, highlight the Music Test and select a number from 2 to 7. Now press Up, Down, B, Left, Right and B. If you enter the code correctly, the screen will flash. Now, instead of controlling Shaq in the Story mode, you'll be playing as one of the Second World fighters!



OPTIONS

LEVEL NORMAL
MUSIC TEST 1
SOUND TEST 1
AUDIO ON
TIME 60
GAME SPEED NORMAL

CONTROLLER 1		CONTROLLER 2	
POWER KICK	A	POWER KICK	A
FAST KICK	B	FAST KICK	B
FAST PUNCH	Y	FAST PUNCH	Y
POWER PUNCH	X	POWER PUNCH	X
MOVE BOOST	L	MOVE BOOST	L
TAUNT/KATA	R	TAUNT/KATA	R

Each number from 2 to 7 corresponds to a specific fighter.

Be careful, prince. You might hurt yourself with those swords.

My swords will make you think twice about that comment.

You'll eventually face off with your evil twin!

SATURDAY NIGHT SLAM MASTERS

Into the Ring

Here's a simple little trick that will help you pummel your opponent into submission. To get a weapon into the ring, grab an item and stand to the right or left of the ring. Jump towards the ring and press the Attack Button to throw the item into it. You must throw at the top of your leap, or the item will bounce off the ropes. It's that simple!

1P
8
CAPCOM PROFESSIONAL WRESTLING

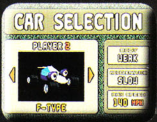
Throw an item from the side, not the front or rear.

Now you can give 'em the ol' one-two!

Stunt Race FX

Remote Control

If you're looking for some Battle Trax competition but there's no one around to challenge you, here's a tip. Select the Battle Trax mode and choose vehicles for both players. Wait for two seconds after the green light before you hit the gas. Any vehicle that's not activated by a controller after three seconds will be controlled by the computer!


CAR SELECTION
PLAYER 2
BODY
WEAK
ACCELERATION
SLOW
MAX SPEED
140 MPH
F-TYPE

For a real challenge, pick the same vehicle for both players.

DAMAGE
069 MPH
RANK
TIME
0'29"23
DAMAGE
068 MPH
TIME
0'29"23
RANK

It's computer precision pitted against human cunning!

CLASSIFIED INFORMATION

ALIEN³

Cheat Mode

Here's a clever but complex code that will let you run roughshod over the Aliens infesting Fiorina 161. Start the game, then press A, B, Y, and X on Controller II. Press A, B or X on Controller I to make a number appear on the left side of the screen. This number corresponds to a specific cheat option (see the list below). Pressing A gives you Option One, pressing B gives you Option Two and pressing X gives you Option Four. Repeat the code and press A, B, or X to add one, two or four to the option number. The highest you can go is Option Seven. If you try to increase the option number past seven, you will instead subtract from the option number. For example, if you have Option Six and try to add four to it, you'll get Option Two. If you try to add the same number together, you'll cancel the cheat mode. If you enter the same code twice in a row, you'll add the corresponding number on the first try, then subtract it on the second.

Option One - Invincible
Option Two - No Damage
Option Three - Same As Option One
Option Four - Unlimited Ammo
Option Five - Invincible + Unlimited Ammo
Option Six - No Damage + Unlimited Ammo
Option Seven - Same As Option Five

Wih the Invincible option, the Aliens won't bug you. In fact, they'll pass right through you.

With the No Damage option, you'll still get hit, but your life meter won't go down.

LOONEY TUNES B-Ball

Extended Morph

A normal morph in Looney Tunes B-Ball lasts about ten seconds. To extend the time period, press Up, Left, Up, Left, Up, Left and X (with the default controller setting) before you change. This will more than double your morph time!

EXTENDED TRANSFORMS

The Extended Morph costs you 50 cents.

Th-ufferin' th-uccotash! Now there's two of 'em!

AERO THE ACRO-BAT

Even More Continues

We printed a Five Continue code in a past issue, but here's a way to get four more. On the title screen, press X, Y, B, A, X, A, B, Y, Up and the R Button. If you hear Aero give a yell, you'll know you've entered the code correctly.

Be sure to enter the code on the Title screen and not the Game Start screen.

9 ATTEMPTS LEFT
CONTINUE
QUIT

You'll have nine continues, which is enough to see Aero through life's ups and downs!

Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

POWER PASSWORDS SPECIAL

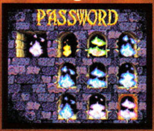
Our last Power Passwords Special was so popular, we decided to print a sequel. Here are passwords for some of the hottest games on the planet!

CASTLEVANIA DRACULA X

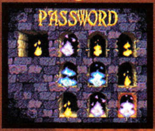
We printed a few C:DX passwords in Volume 80, but here's the complete list. There are multiple paths through the game and two endings.

Castlevania Dracula X
NEW GAME
PASSWORD
OPTION
©1995 KONAMI
ALL RIGHTS RESERVED.

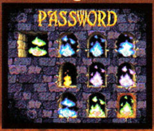
stage 2



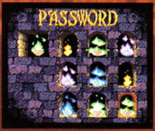
stage 3



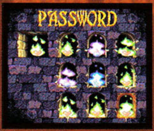
stage 4



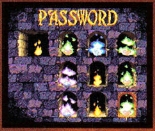
stage 5a



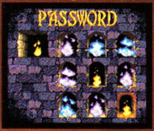
stage 5b



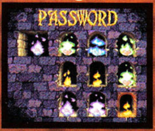
stage 6



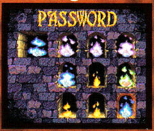
stage 6+



stage 7



stage 7+



SINK OR SWIM

Titus's newest puzzler gives you a password every fifth stage. There's more than enough here to keep even the most rabid puzzle fan busy for a long, long, time.

Stage 5	**CRUMBS**
Stage 10	**JUMPED**
Stage 15	**JIGSAW**
Stage 20	**WARSAW**
Stage 25	**BANANA**
Stage 30	**OYSTER**
Stage 35	**TENNIS**
Stage 40	**ISLAND**
Stage 45	**CRATER**
Stage 50	**DENNIS**
Stage 55	**PADDLE**
Stage 60	**FATMAN**
Stage 65	**SUMMER**
Stage 70	**CLOUDS**
Stage 75	**KEBABS**
Stage 80	**LIZARD**
Stage 85	**SILVER**
Stage 90	**BRIDGE**
Stage 95	**RECORD**

STAR TREK: STAR FLEET ACADEMY

Do you have what it takes to be a Starfleet officer? These passwords will help ensure that you graduate from the Academy with flying colors!

Mission 2	**XAXRAXABXRYL**
Mission 3	**XAXRLYYYYXRYB**
Mission 4	**XAXRYYRRXRYX**
Mission 5	**XAXRBAXBXRYR**
Mission 6	**XAXRRXYRXYXL**
Mission 7	**XAXLXXABXYXB**
Mission 8	**XAXLAYYYXYXL**
Mission 9	**XAXLLYRRXYXR**
Mission 10	**XAXLYAXBXYXX**
Mission 11	**XAXLBXYRYBBA**
Mission 12	**XAXLRXABYBBX**
Mission 13	**XAXBXYYYYBBA**
Mission 14	**XAXBAYRRYBBB**
Mission 15	**XAXBLAXBYBBA**
Mission 16	**XAXBYXYRARAX**
Mission 17	**XAXBBXABARAL**
Mission 18	**XAXBRYYYARAB**
Mission 19	**XAXAXYRRARAY**
Mission 20	**XAXAAAXBARAX**
Final Exam	**XAXALARYARAL**

URBAN STRIKE

This third installment of the popular "Strike" series puts you in the cockpit of the Mohican Attack Helicopter, the most powerful anti-terrorist weapon of the 21st century!

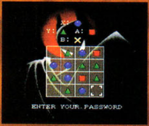
Mission 1	**YZ9NHLWP4K9**
Mission 2	**C9NHLGDMSYH**
Mission 3	**ZNHLGBRJXCG**
Mission 4	**9HLGBW67FZD**
Mission 5	**NLGBWD3VK96**
Mission 6	**HGBWDRPTYNP**
Mission 7	**LBWDR6M4CH7**
Mission 8	**GWDR63P7X9GS**
Mission 9	**WR63PMVFNBF**

THE ADVENTURES OF BATMAN AND ROBIN

Inspired by the animated series, this game features all the excitement and action you'd expect from Gotham City's Dynamic Duo.

the adventures of
BATMAN & ROBIN
© 1994 KONAMI ALL RIGHTS RESERVED
○ GAME START ◉ PASSWORD
○ OPTIONS

stage 2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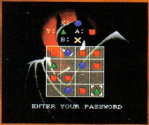
stage 3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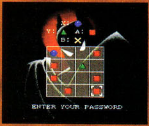
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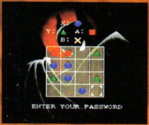
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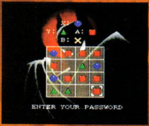
stage 6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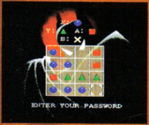
stage 7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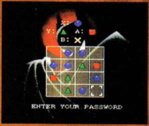
stage 8


ENTER YOUR PASSWORD

MEGA MAN X3

Mega Man first burst onto the U.S. video game scene in 1987, and he's more popular now than ever! These passwords will take you on just one of the many paths through Capcom's latest blockbuster.

Neon Tiger	Volt Catfish
3723	5768
1283	1267
1751	4758
1456	5488

Gravity Beetle	Toxic Sea Horse
7743	1774
5256	1255
1441	4448
5486	3458

Blast Hornet	Toxic Sea Horse+
7745	2376
5253	2163
1441	6258
5486	7841

Blizzard Buffalo	Crush Crawfish
5725	8216
1266	4156
1751	6742
5458	3821

Tunnel Rhino	Dr. Doppler's Lab
5765	8317
1263	1683
1756	6772
5488	3876

FRANTIC FLEA

Who would have thought that having a bunch of fleas could be fun? Guide Frantic Flea through 18 stages of alien infestation.

Zone 1-1	**CLQCK**	**Zone 4-1**	**MJDSX**
Zone 1-2	**ZMTHT**	**Zone 4-2**	**HFLNT**
Zone 1-3	**GPPQW**	**Zone 4-3**	**SPQNG**
Zone 2-1	**DJXCT**	**Zone 5-1**	**DTNZZ**
Zone 2-2	**WLCSN**	**Zone 5-2**	**KQRXH**
Zone 2-3	**RLHQZ**	**Zone 5-3**	**JBVMF**
Zone 3-1	**JMGVB**	**Zone 6-1**	**VSNXD**
Zone 3-2	**NRWPC**	**Zone 6-2**	**GRXBS**
Zone 3-3	**MDWQL**	**Zone 6-3**	**WNHJP**

BUST-A-MOVE

You just might lose your marbles trying to get to Level 100, so we've provided a few passwords to help you along the way.

Level 10	**XJZBOX**	**Level 60**	**60GCKW**
Level 20	**FG2FWC**	**Level 70**	**SV6RTR**
Level 30	**5SNRT9**	**Level 80**	**46V4C2**
Level 40	**HSN6PT**	**Level 90**	**$K5TT$**
Level 50	**#F00G0**	**Level 100**	**23Q66$**

WAR 2410

If strategy is more your style, then you might want to take this futuristic battlefield sim out for a spin. You don't have to be a West Point grad to win this war!

Stage 2	**KMDNNMLVY**	**Stage 11**	**STVNSMN**
Stage 3	**CRTNYLGH**	**Stage 12**	**DNJRCMSTR**
Stage 4	**SHLYMR**	**Stage 13**	**NTHNVRDCC**
Stage 5	**DBRNNMRNL**	**Stage 14**	**JNNMRPH**
Stage 6	**SLVTRMRNL**	**Stage 15**	**TMMLVY**
Stage 7	**NDRNNMRCL**	**Stage 16**	**JSPHMRNLL**
Stage 8	**HRVMRCL**	**Stage 17**	**JNNYSMN**
Stage 9	**DNCMSTR**	**Stage 18**	**SLJRSMN**
Stage 10	**CLLNSMN**	**Stage 19**	**PTMMRGN**

ALIEN 3

This is one case, in our opinion, of a video game being better than the movie it was based on! Use these passwords together with the Alien 3 codes in this month's Classified Information to clean out the Alien menace once and for all.

Stage 2	**QUESTION**	**Stage 5**	**CABINETS**
Stage 3	**MASTERED**	**Stage 6**	**SQUIRREL**
Stage 4	**MOTORWAY**		

SPIDER-MAN AND VENOM: SEPARATION ANXIETY

Spider-Man and Venom join forces to defeat an army of mutants led by the vicious Carnage. Though there are 18 stages in the game, you receive only 4 passwords.

Stage 5	**DCCPMH**	**Stage 17**	**STSPPC**
Stage 11	**MDRKJP**	**Stage 18**	**QPMJCV**

MEGA MAN 7

The Blue Bomber returns in another blockbuster Pak from Capcom. The stage names indicate the path we took through the game, but the stages can be completed in any order. The last password takes you to the first stage of Wily's Castle and equips you with all weapons and items.

Burst Man	Robot Museum	Turbo Man
8775	**2375**	**2274**
2517	**2716**	**3686**
5412	**3453**	**2445**
8362	**2232**	**8438**

Cloud Man	Slash Man	Wily's Castle
8775	**2375**	**2235**
2786	**2786**	**7414**
7416	**3443**	**3545**
2272	**2232**	**8431**

Junk Man	Spring Man	"RUSH"
8335	**3275**	**7235**
2516	**2786**	**7654**
5412	**8447**	**1145**
8232	**8172**	**2551**

Freeze Man	Shade Man	Full Power
2335	**3275**	**6853**
2786	**3586**	**5646**
8412	**2443**	**1241**
2332	**8532**	**7515**

SCOOBY-DOO

Join Shaggy, Scooby and the rest of the gang as they solve mysteries and hunt down ghosts. It's the next best thing to a box of Scooby Snacks! Rooby, rooby, roooooo!

Stage 2	**TDBKSRQ**	**Stage 4**	**NBKSDLV**
Stage 3	**XLWPMTC**		

MUTANT CHRONICLES: DOOM TROOPERS

They're mad, bad and dangerous to know! Mitch Hunter and Max Steiner are sent to the mysterious planet of Argonath to route an alien invasion. Lock and load!

Mercury	**IMPERIAL**
Pluto	**DOOMLORD**
Nero	**CYBERTOX**

PHANTOM 2040

In the world of the future, there is one who is charged with safeguarding the delicate balance of life on the planet. He is The Ghost Who Walks...The Phantom!

Chapter 2
JVH9TWGZTLDG
GGB8LNDCG?FW
KBGDY79KHYQQ
5NCZ?2B9FDD4

Chapter 3
DVH1Y1G97LDF
8JBXQ6CHH2FW
KBGDY79QJYS8
5N1Z411P-7Y?

Chapter 4
BBJM51PB3KXF
8J8DJ?1HN3YW
KBQDY917JYS8
5M1746FV23QT

Chapter 5
JGBH33PH8LXF
8X8DJ?11J6DW
KCQDY1W3JYS7
5M276VC7K54S

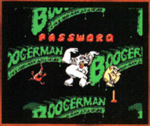
Chapter 6
JBBH33PNHSWF
8X?DJ?1JB2JT
YCQDY1X3JYS7
5M29ZD2-RNW6

Chapter 7
JDB195PS6SYF
8X9WJ?1HH9JQ
2CQDYHT4GZS7
5C29VJMRHWJK

BOOGERMAN

He's a little rude, but he gets the job done! You'll laugh out loud through 20 stages of the ickiest, stickiest game play you've ever experienced!

swamps 1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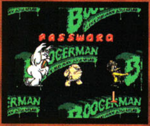
BOOGERMAN

swamps 2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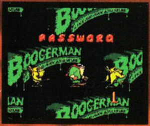
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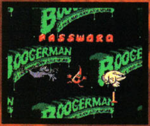
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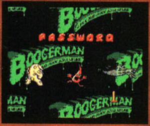
pits 1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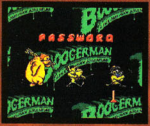
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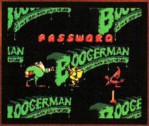
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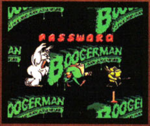
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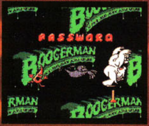
boogerville 1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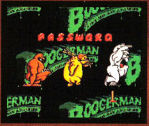
boogerville 2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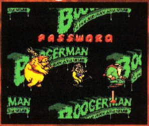
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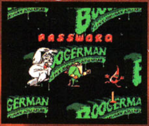
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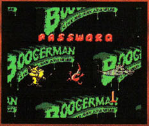
mucous 1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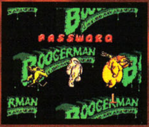
nasal 1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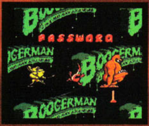
mucous 2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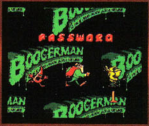
nasal 2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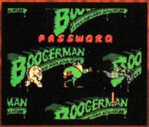
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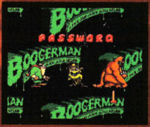
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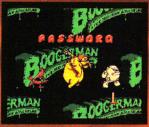
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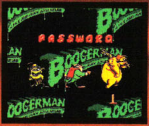
PASSWORD
BOOGERMAN

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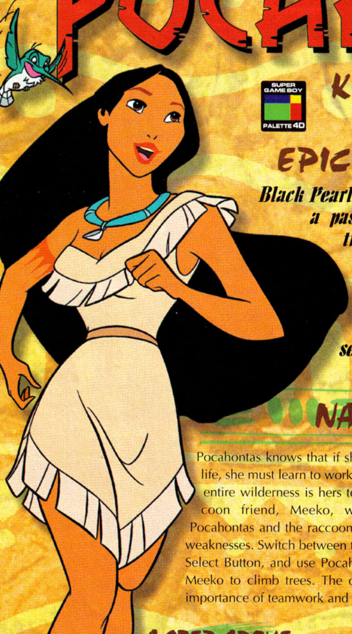
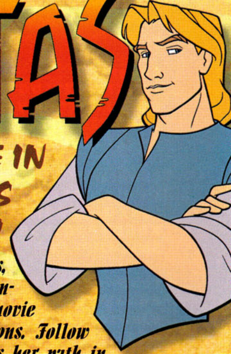
Disney's™ POCAHONTAS™





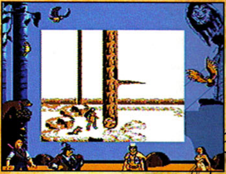
SUPER GAME BOY PALETTE 4D

KEEP THE PEACE IN A WILDERNESS EPIC FOR GAME BOY

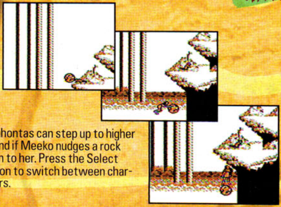
Black Pearl Software presents Pocahontas, a password-backed, 16-stage, adventure game based on the hit movie from Walt Disney Productions. Follow Pocahantas as she uncovers her path in life and learns about nature as she struggles to keep the peace between the Powhatans and the English settlers.

NATURAL TEAMWORK

Pocahontas knows that if she is to find her own path in life, she must learn to work in harmony with nature. The entire wilderness is hers to explore if she and her raccoon friend, Meeko, work together as a team. Pocahontas and the raccoon have different strengths and weaknesses. Switch between the characters by pressing the Select Button, and use Pocahontas to swim across water, Meeko to climb trees. The obstacles in Act 1 teach the importance of teamwork and cooperation.

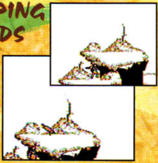


A STEP ABOVE THE REST



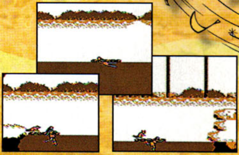
Pocahontas can step up to higher ground if Meeko nudges a rock down to her. Press the Select Button to switch between characters.

HELPING HANDS



While Meeko can climb trees, he has a tough time making high jumps from the ground. Pocahontas can lift him up and provide a small boost.

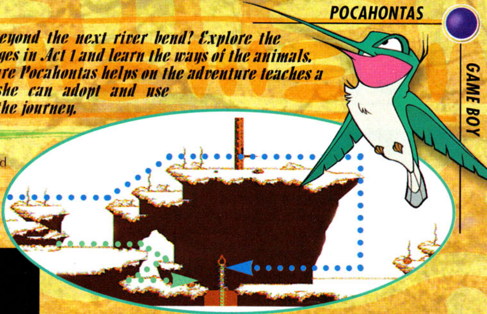
SYNCHRONIZED SWIMMING



Meeko can't swim. Select Pocahontas and find a log floating in a lake or stream. She can tow the log and Meeko to the opposite shore.

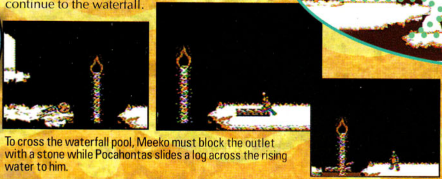
ACT 1

What lies beyond the next river bend? Explore the first five stages in Act 1 and learn the ways of the animals. Every creature Pocahontas helps on the adventure teaches a skill that she can adopt and use throughout the journey.

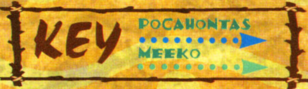


WATERFALL RENDEZVOUS

To complete the second stage, Pocahontas and Meeko must travel separate paths. The running and jumping skills taught by the Deer allow you to clear the gap between the high cliffs. Place the lost Baby Bird back in his nest before you continue to the waterfall.

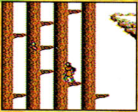


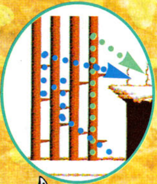
To cross the waterfall pool, Meeko must block the outlet with a stone while Pocahontas slides a log across the rising water to him.

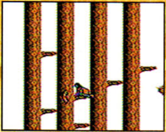


CLIMB LIKE THE GRAY SQUIRREL

In Stage 3, Pocahontas helps a Squirrel and learns about climbing. While she can't climb as well as Meeko, Pocahontas can explore any tree that has low branches.



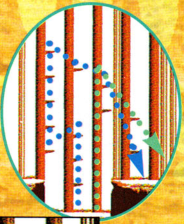


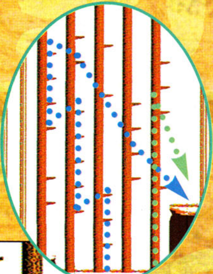


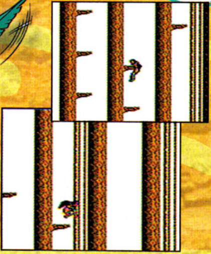
Use the Squirrel's powers to jump from limb to limb. Watch your footing when you leap or you might find yourself falling back to earth.

LABYRINTHS WITHIN THE LIMBS

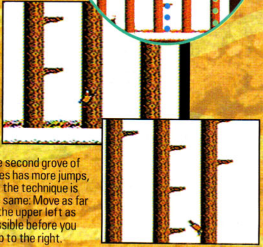
The tree maze in Stage 5 isn't hard to figure out, but the key to success is judging the distances between each leap. There are at least two places to stand on every branch. Stand closer to or farther away from the next branch, depending on the distance you need to cover. Don't leap until you've judged the distance.







In the first tree maze, climb up and move to the left as far as possible. Make a giant leap to the ground from the upper left branch.



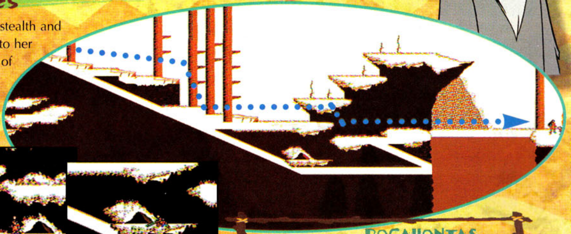
The second grove of trees has more jumps, but the technique is the same: Move as far to the upper left as possible before you leap to the right.

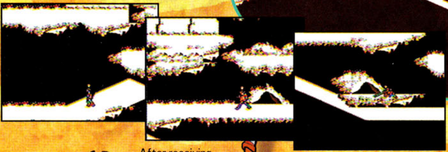
ACT 2

The drums of war reverberate throughout the land. Pocahontas must explore the settlement to determine Governor Ratcliffe's intentions. Throughout the five stages in Act 2, Pocahontas must avoid the hostile settlers as she attempts to keep both of the communities on the path to peace.

RUN WITH THE WOLVES

Mother Wolf will give you her gift of stealth and cunning if you can best her in a race to her den. Finish first by using the power of the Deer and tapping the A Button as you jump each ledge. The race goes to the dogs if you miss a single jump.





KEY

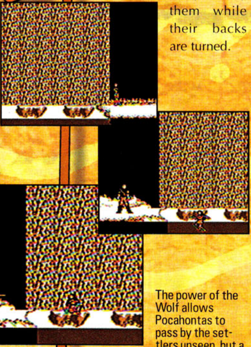
POCAHONTAS ● ● ● ● ● ● ● ▶

MEEKO ● ● ● ● ● ● ● ▶

After receiving the power of the Wolf, retrace your path until you find a cavern opening. Now Pocahontas can explore underground burrows.

FEAR AND GUNPOWDER

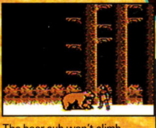
Distrust and suspicion darken the hearts of the settlers, making them impossible to approach. Use the power of the Wolf to pad silently by the settlers without being seen. A few skilled hunters are immune to Mother Wolf's magic, so you need to pass by them while their backs are turned.

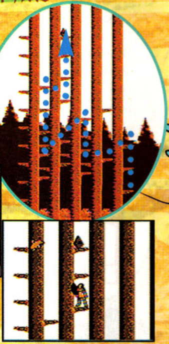


The power of the Wolf allows Pocahontas to pass by the settlers unseen, but a few settlers are becoming wise to the ways of the wild.

A BEAR IN DESPAIR

A hungry bear cub has the taste of honey on his mind. If you can knock the bee hive down from the treetops, Mother Bear will teach you her Bear Scare technique.

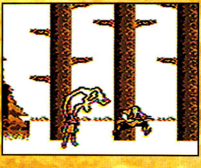




The bear cub won't climb down out of the tree unless the bee hive comes with him. Knock down the hive and learn the Bear Scare technique.

UNBEARABLE FRIGHT

If you can master the timing of the Bear Scare, the paranoid pioneers will drop their weapons and run for cover. Hold Up on the Control Pad and press the B Button before the settlers raise their rifles.



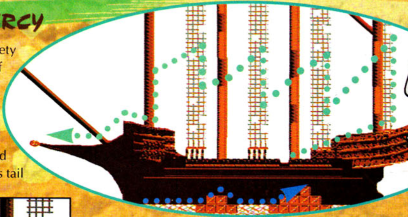
Use the thunderous roar of the Bear Scare to strike fear and some common sense into the hearts of the warring settlers.

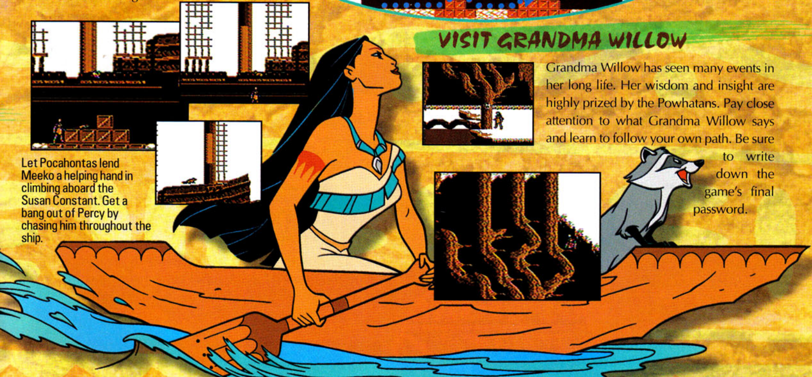
ACT 3

Tensions are running high between the settlers and the Powhatans. Pocahontas is the only hope for peace in the New World, but she remains unsure of her path in life. Act 3's final six stages are packed with action. You need to use all of the skills taught to you to reach the game's conclusion.

TIME TO TEASE PERCY

Governor Ratcliffe's persnickety pug, Percy, is a frequent victim of Meeko's playful pranks. Meeko can't resist a spirited chase. Climb up the rigging high above the deck of the H.M.S. Susan Constant and taunt the pampered pooch until he runs away with his tail between his legs.





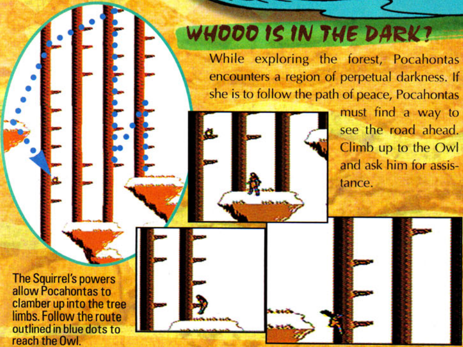
Let Pocahontas lend Meeko a helping hand in climbing aboard the Susan Constant. Get a bang out of Percy by chasing him throughout the ship.

VISIT GRANDMA WILLOW

Grandma Willow has seen many events in her long life. Her wisdom and insight are highly prized by the Powhatans. Pay close attention to what Grandma Willow says and learn to follow your own path. Be sure to write down the game's final password.

WHOOO IS IN THE DARK?

While exploring the forest, Pocahontas encounters a region of perpetual darkness. If she is to follow the path of peace, Pocahontas must find a way to see the road ahead. Climb up to the Owl and ask him for assistance.

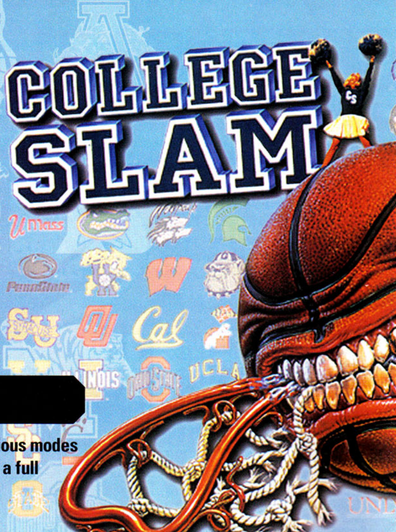


The Squirrel's powers allow Pocahontas to clamber up into the tree limbs. Follow the route outlined in blue dots to reach the Owl.

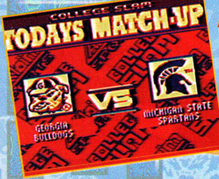
THE RACE AGAINST TIME

John Smith is in grave danger. Pocahontas can save him if she reaches her father in time. Find the Eagle and use his powers to fly to John Smith's side. One missed jump or wrong turn results in disaster for both the English settlers and the Powhatans.

COLLEGE SLAM



You've heard about March Madness, but are you ready for collegiate chaos? Acclaim introduces College Slam for the Game Boy, a one-player, password-backed Pak that scores big.



MODES OF PLAY

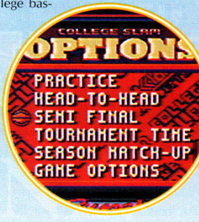
Break the backboards and bend the rims with five furious modes of play. Whether you feel like playing a single game or a full season, College Slam has a match ready and waiting.

HEAD-TO-HEAD

If you have time for only one game, choose Head-to-Head mode and jump into the action. The game randomly pairs you against one of 44 top college basketball teams.

SEASON

Test your endurance in a full season of College Slam. The Season Matchup mode has twenty teams waiting to take you on. A password option saves your progress.



SEMIFINAL

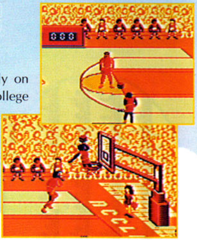
Test your playing skills to the limit in the Final Four. The computer picks four top-notch teams in a board-breaking battle to determine the best in the nation.

TOURNAMENT

Select Tournament mode and slam down the road to the championship. You'll play against 19 computer-controlled teams in a password-backed battle for the NCAA Title.

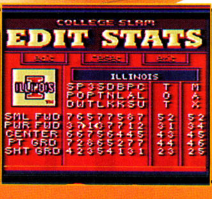
PRACTICE

Practice Mode is available only on the Game Boy version of College Slam. Practice your slams and long ball shots without the interference of other players on the court. After you've mastered your dunks, return to the Main Menu and show off your new moves.



TEAM EDIT

Use the Team Edit menu to change the basketball skills of every player on your team. You can use the menu to create talented players that complement your strategies and style of play.

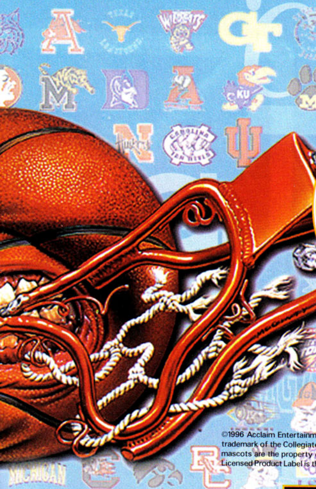


ILLINOIS

	SPD	POW	3PT	STL	DNK	BLK	PAS	CLU	TOT	MAX
SML FWD	7	6	5	7	7	5	6	7	52	52
PWR FWD	3	7	1	6	7	7	1	2	31	34
CENTER	6	6	7	5	6	4	4	5	43	45
PT GRD	7	2	6	6	5	2	7	7	44	46
SHT GRD	4	2	3	5	4	1	3	1	23	25

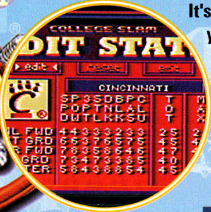
GAME CONFIGURATION

If you're looking for options and variety, the Game Configuration menu has what you need. Spice it up by selecting the Hot Spot and Power-Up options or adjusting your offensive strategy.



TWO-ON-TWO

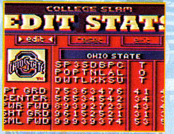
It's up to you to pick two starters for your team. Do you pair up a long-range shooter with big blocker, or team up two consistent, inside players? Match your players' skills with your strategy.



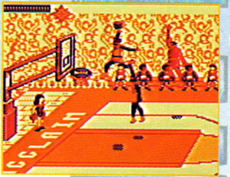
```
COLLEGE SLAM
DIT STAT
▶ edit ◀
CINCINNATI
     SP3SDBPC  T  M
     POPTNLAL  O  A
     DWTLKKSU  T  X
L FWD 44333233  25  2
T GRD 66376575  45  4
R FWD 76358646  47
GRD  73473385  40
TER  58438854  45
```

EDIT MODE

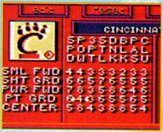
Use Edit mode to transform an average team into a top contender. Each player is ranked according to eight attributes, ranging from Speed (SPD) to Clutch Play Ability (CLU). Edit mode lets you rearrange the skill levels of all the players on your team. If you need a strong three-point shooter, locate a player with a high Three-Point (3PT) rating and transfer points from another category, such as Stealing Ability (STL).



```
COLLEGE SLAM
EDIT STAT
▶ edit ◀
OHIO STATE
        SP3SDBPC  T
        POPTNLAL  O
        DWTLKKSU  T
PT GRD  75363476  41
CENTER  56534542  34
WR FWD  89392723  43
HT GRD  96152521  31
SML FWD 99939374  53
```



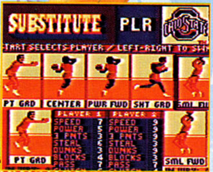
Increase your jams by maxing out your player's Dunk Ability. You can transfer skill points between the player's eight attributes.



```
CINCINNA
        SP3SDBPC
        POPTNLAL
        DWTLKKSU
SML FWD 44333233
SHT GRD 66576555
PWR FWD 78358646
PT GRD  64◀65565
CENTER  58438854
```

SUBSTITUTIONS

Turn up the heat on the floor by substituting fresh players. You can call time and substitute players once each half. If you're falling behind, pick up the pace with new shooters. If you're sitting on a big lead with a few minutes left in the game, call in your defensive specialists to wear down the clock.



```
SUBSTITUTE PLR
TART SELECTS PLAYER / LEFT-RIGHT TO S
PT GRD | CENTER | PWR FWD | SHT GRD | SML FW
         PLAYER 1     PLAYER 2
         SPEED    7   SPEED    9
         POWER    5   POWER    9
         3 PNTS   3   3 PNTS   9
         STEAL    6   STEAL    3
         DUNKS    3   DUNKS    9
         BLOCKS   4   BLOCKS   3
PT GRD   PASS     7   PASS     7   SML FWD
```

Don't let your top slammer shoot outside the paint all day. Examine all players' statistics and base your strategy on their strengths.

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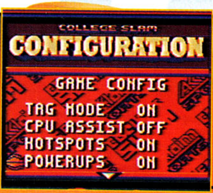
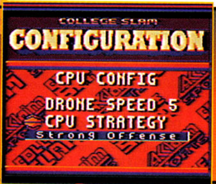


```
COLLEGE SLAM
CONFIGURATION
GAME CONFIG
TAG MODE     ON
CPU ASSIST   OFF
HOTSPOTS     ON
POWERUPS     ON
```

CPU CONFIGURATION

While College Slam is a challenging game on the easiest setting, the Computer Configuration menu lets you choose from five difficulty levels. Crank it up and take it to the toughest limit.



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COLLEGE SLAM
CONFIGURATION
CPU CONFIG
DRONE SPEED 5
CPU STRATEGY
Strong Offense
```
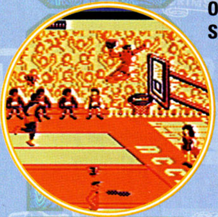
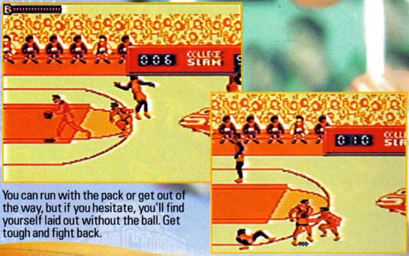

BREAK THE RULES



Order in the court? Forget it. College Slam's rough and tough attitude prevails in a jam fest of gravity-defying leaps and crushing collisions. Unless you're caught goaltending, you won't hear a referee's whistle.

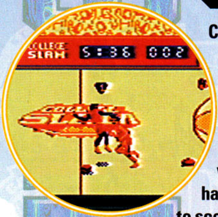
IN YOUR FACE

This is a rough game in which physical strength is just as important as shot accuracy. Target the opposing team's top scorer and double-team him until he's on the floor. Physical contact wears down players, reducing their shot accuracy and ability to keep up with the action on the court.



You can run with the pack or get out of the way, but if you hesitate, you'll find yourself laid out without the ball. Get tough and fight back.

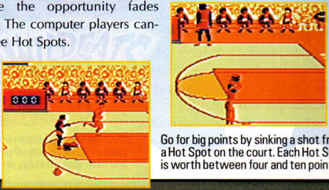
HOT SPOTS



College Slam has a Hot Spot option for scoring bonus points. The Hot Spots flash randomly, and they vary in value. You have to sink the shot to score the bonus points.

STEP ON A SPOT

If you need more than three points, shoot from a Hot Spot. The value of each Hot Spot is random, but you will always score between four and ten points. You have two seconds to reach the spot and drain the shot before the opportunity fades away. The computer players cannot see Hot Spots.



Go for big points by sinking a shot from a Hot Spot on the court. Each Hot Spot is worth between four and ten points.

3

Go for three! The Three-Point power-up increases your player's long ball accuracy and your team's lead.

D

This strong D stands for Dunks. Catch some serious air and nail monster dunks with the Dunk power-up.

S

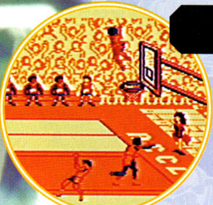
The Speed power-up increases a player's speed. Blast down the court and score before your opponent can react.

P

Is your player dragging his feet up and down the hardwood? Find a "P" and renew your player's strength.

F

Where there's an "F" there's Fire. Catch Fire and burn up the court with wild dunks and unlimited power.

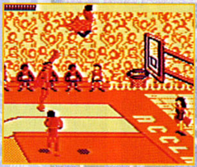


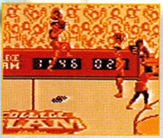
STRATEGIES

You know about player skills, tough play and Hot spots, but how about a few winning strategies? College Slam features power-up items that temporary increase your player's skills. Read on, and check out the complete list of Power-Ups at the bottom of the page.

POWER SLAMS

A Dunk power-up or Fire power-up lets you slam the ball from almost any location on the court. Power Slams are difficult to block. You can also catch Fire and execute Power Slams by sinking three consecutive baskets while keeping the other team scoreless.



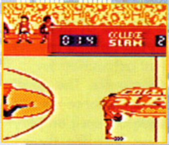


3 POINTS

If you're down by more than a handful of points, it might be time to send your best three-point shooter into the game. If you can grab a 3-Point power-up, you can drain the ball while standing at center court.

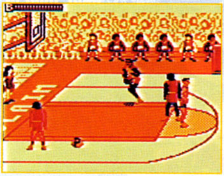
HAVE A BLAST

Blow away the competition with a Bomb power-up. The impact of the explosion knocks the other players to the floor, giving you a clear path to the ball and a prime opportunity to take it all the way to the rim.



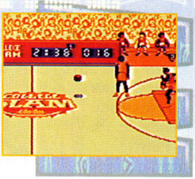
NO RIM

Your opponents can't score if they don't have a rim. Touch the "N" power-up to remove the opposing team's basket, then grab the rebound and the lead. After five seconds, your opponent's basket will reappear.



INVISIBILITY

While sneaking into the paint with an Invisibility power-up might sound easy, the computer players always follow the bouncing ball. Fool the defenders with several fakes before you launch the ball at the rim.



B

Step on the Bomb power-up and knock everyone to the floor. Take your best shot before they can stand up!

?

The Question mark conceals a random power-up. You'll never know what to expect until you take a chance.

R

Turn your game around with the Reverse power-up. Reverse the ball in mid-air as you grab the "R."

N

The "N" power-up temporarily removes your opponent's basket. Use this power-up when your team falls behind.

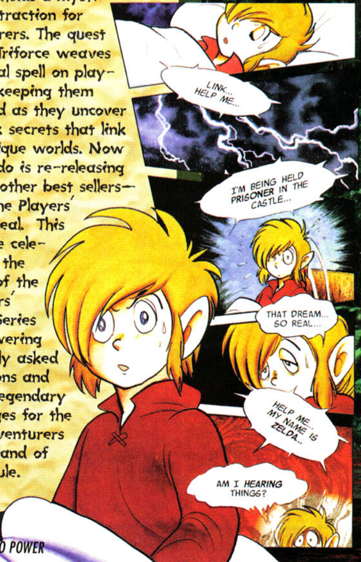
I

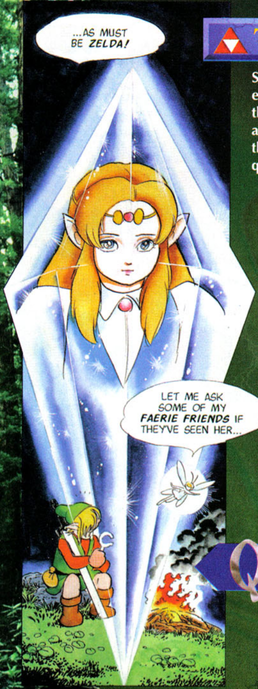
The Invisibility power-up increases your chances at stealing the ball and fooling the other team's defense.

THE LEGEND OF ZELDA
A LINK TO THE PAST

The Legend of Zelda: A Link to the Past holds a mystical attraction for adventurers. The quest for the Triforce weaves a magical spell on players, keeping them enthralled as they uncover the dark secrets that link two unique worlds. Now Nintendo is re-releasing it—and other best sellers—under the Players' Choice seal. This issue we celebrate the release of the Players' Choice Series by answering frequently asked questions and posing legendary challenges for the best adventurers in the land of Hyrule.

©1991, 1992 Nintendo


LINK... HELP ME...
I'M BEING HELD PRISONER IN THE CASTLE...
THAT DREAM... SO REAL...
HELP ME... MY NAME IS ZELDA...
AM I HEARING THINGS?

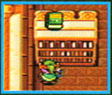

...AS MUST BE *ZELDA!*
LET ME ASK SOME OF MY *FAERIE FRIENDS* IF THEY'VE SEEN HER...

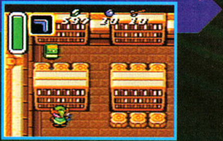
THE TOP QUEST QUESTIONS

Since its release in 1992, The Legend of Zelda: A Link to the Past has prompted more calls to Nintendo's Game Counselors than any other game. Many of these callers are not looking for tips on defeating Ganon, Link's archenemy, but are stuck on one of the numerous riddles and perplexing puzzles scattered throughout the land. This month we're answering the most frequently asked questions about the Light and Dark Worlds.

Q HOW DO I REACH THE BOOK IN THE LIBRARY?

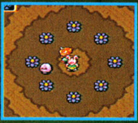
A You need the Book of Mudora to open the Desert Palace, but the book rests on a high shelf in the Kakariko Library. Use the Pegasus Boots to dash against the bookcase and knock the book to the floor.

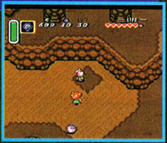




Q HOW DO I GET TO THE TOP OF DEATH MOUNTAIN?

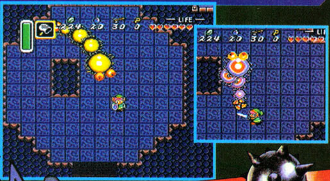
A While the cliffs and ledges in the Dark and Light Worlds appear to be identical, there are places where the topography is different. From the tile that warped Link into the Dark World, walk up and left to the strange creature kicking a pink ball. Stand next to the rock wall and use the Magic Mirror.





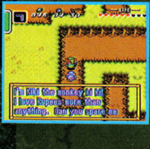
Q HOW DO I DEFEAT MOLDORM?

A Moldorm is waiting for you at the top of the Tower of Hera. Stand on the widest part of the floor and swing your sword at Moldorm's flashing tail. If your aim is true, Moldorm will collapse on his tail. Strike again before he has time to react. To defeat him, you must hit Moldorm six times without falling off the platform.

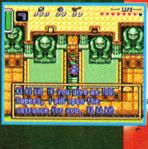


Q HOW DO I ENTER THE DARK PALACE?

A When exploring the tall grass in front of the Dark Palace, you'll meet Kiki the Monkey. Kiki knows about a switch high above the palace door. Pay the monkey 110 Rupees so he'll follow you, activate the switch, and open the palace portal.



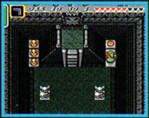
I'm Kiki the monkey. Ki ki!
I love Rupees more than
anything. Can you spare me

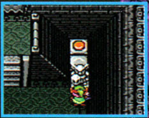


Ki ki ki! If you give me 100
Rupees, I will open the
entrance for you. Ki ki ki!

Q HOW DO I KEEP THE DOOR OPEN IN THE DARK PALACE?

A While exploring the Dark Palace, you'll find a room that has four statues and a switch. The door exiting the room won't stay open long enough for you to exit. Keep it ajar by pushing a statue over the switch on the floor.



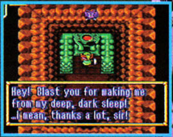


IT'S THE PALACE OF DARKNESS!
AND INSIDE, A MAIDEN IN A CRYSTAL COCCOON...
MAYBE IT'S ZELDA!

I NEED TO INQUIRE ABOUT THE MASTER SWORD...
MASTER SWORD?! I'VE HEARD OF THAT LEGEND...
THE ANCIENT SCROLLS TELL OF A PROSPEROUS PEOPLE WHO ONCE INHABITED THIS LAND...

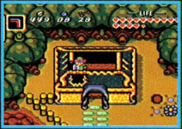
Q HOW DO I REMOVE THE CURSE ON MY MAGIC?

A After you sprinkle Magic Powder on the Statue in the Blacksmith well, a misguided monster appears and puts a curse on your magic. While he thinks he's doomed you, he has actually cut your magic consumption in half. This is one curse you want to keep.



Hey! Blast you for waking me from my deep, dark sleep! ...I mean, thanks a lot, sir!

Q WHERE IS THE GOSSIP SHOP?

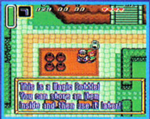


A The Gossip Shop is located outside of the Village of Outcasts, in the same location as the Blacksmith's house in the Light World. You won't find much here until you reunite the Smithy Brothers. After the Blacksmiths temper your sword, return to the Gossip Shop and pick up the locked chest.

THE FOUR BOTTLES

IN THE MARKET

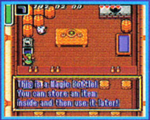
The first Magic Bottle many players find is in the Kakariko Market. Visit the dealer sitting on a large brown rug near the Weathercock in Kakariko Village. The merchant is willing to sell you a bottle for 100 Rupees.



This is a Magic Bottle! You can store an item inside and then use it later!

BEHIND THE COUNTER

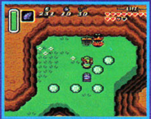
The Kakariko Inn has two entrances. Go to the back of the building and push against the wall between two shrubs to open the door. Inside you'll find a chest holding a Magic Bottle.



This is a Magic Bottle! You can store an item inside and then use it later!

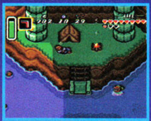
IN THE LOCKED CHEST

After you reunite the Blacksmiths, return to the Gossip Shop, get the locked chest and take it to the Legendary Thief, who stands by a sign near the Desert entrance. He'll open the chest and give you the Bottle.



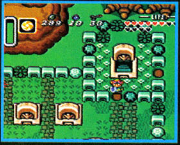
BENEATH THE BRIDGE

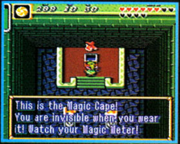
After you purchase the Flippers, swim beneath the Hyrule Castle Bridge in the Light World. Here you'll find a dozing camper who is willing to give you a Magic Bottle for your quest.



Q WHERE IS THE MAGIC CAPE?

A You can find the Magic Cape after you obtain the Titan's Mitt from Blind's Dungeon. Return to the cemetery in the Light World and lift the dark rocks surrounding a large tombstone. Use your Dash Attack to charge into the headstone and slide it back. The grave is actually the opening to a secret tunnel that leads to the Magic Cape.

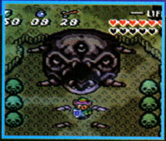




This is the Magic Cape!
You are invisible when you wear
it! Watch your Magic Meter!

Q WHERE IS THE SKULL DUNGEON GUARDIAN?

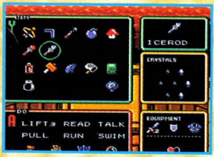
A Many players get the Fire Rod and explore most of the rooms in the Skull Dungeon, but only the persistent discover Mothula's chamber. After finding the Fire Rod, return to the surface and explore the northwest corner of the Skull Woods. Here you'll notice the large skeletal remains of an unusual creature. Blast the skeleton with the Fire Rod. When the dust clears you'll find the entrance to Mothula's chamber.



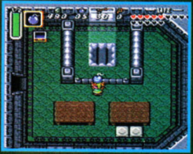
A LEGENDARY CHALLENGE

HOW MANY GUARDIANS CAN YOU DEFEAT WITH THE ICE ROD?

The Ice Rod can freeze minor enemies in your path, but did you know that some major enemies are vulnerable to ice attacks? You can obtain the Ice Rod before you win the First Pendant, but you won't have enough power to defeat a major enemy until you carry three Magic Bottles full of potion. A hearty adventurer might be able to smite four guardians with the Ice Rod and a sword, but sometimes, late at night around the campfire, Hyrulians whisper stories of one who defeated five.



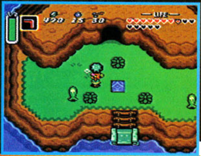
Q HOW DO I FREE BLIND'S PRISONER?



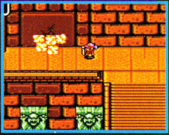
A The peculiar prisoner held in Blind's Dungeon refuses to go outside. She won't follow you upstairs into the sunshine, either. Shed light on her secrets by tossing bombs on the cracked flagstones throughout the top floor. The holes in the floor allow sunlight to disperse the darkness in the rooms below. Refill your hearts and replenish your magic supply, then lead the woman into the glare of Blind's chamber.

Q HOW DO I ENTER ICE ISLAND?

A You can enter the Ice Island Fortress after you have found the Titan's Mitt and the Flippers. Return to the Light World and swim to the island in the middle of Lake Hyrule. There you'll find a Warp Tile beneath a stone. Step on it to teleport inside the frozen walls of the Ice Island Fortress.

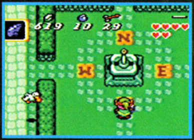


Q HOW DO I BREAK THE CRACK IN THE PYRAMID?



A You need an explosive larger than an ordinary bomb to shatter the crack in the Dark World Pyramid. The Bomb Shop owner in the Dark World has a special item on order, but it won't arrive until you complete the Ice Palace. After obtaining the Fifth Crystal from the Ice Palace, return to the Bomb Shop and purchase the Super Bomb. Drag the Super Bomb up the steps of the Pyramid and detonate it in front of the crack.

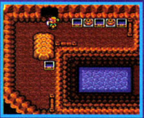
Q HOW DO I USE THE FLUTE?



A Before he disappears, the boy with the Ocarina alludes to his pet bird. This is the same bird mentioned by the sleepy man at the Kakariko Village Inn. Return to the Weathercock at the center of Kakariko Village and play a melody on the Ocarina. The song breaks the statue and liberates the bird. Once the bird is released, he will carry you to one of eight different locations in the Light World whenever you use the instrument.

HARD-TO-FIND HEART PIECES

DOWN THE WELL IN KAKARIKO VILLAGE

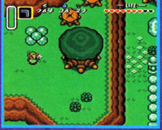


While exploring the northwest corner of Kakariko Village, a few clumsy adventurers accidentally slip off a ledge and fall into a well. This is a lucky break because a Piece of Heart rests at the bottom of the well. Throughout your journey, look for ledges and bluffs to leap off. You might be pleasantly surprised when you land.

IN THE DESERT CAVE

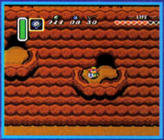
When you visit the wise man in the cave in the northeast corner of the Great Desert, look for a crack in the wall of his chamber. Bomb the crack and enter the hole left by the explosion. Inside you'll find a chest containing a Piece of Heart.

WEST OF THE SANCTUARY



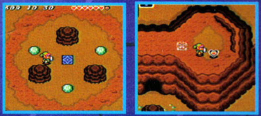
High on a ledge west of the Sanctuary is a pile of five rocks. If you have the Pegasus Boots, dash into the rubble. With the rocks removed, you can walk down a stairway leading to a chest that holds a Piece of Heart.

BELOW SPECTACLE ROCK



A rock outcropping stands in front of Spectacle Rock. From the left side of the outcropping, walk straight off the edge of Death Mountain. You'll land on a ledge in front of a cave. Explore the cave and climb to the second floor. A chest holding a Piece of Heart rests next to two torches.

ON TOP OF SPECTACLE ROCK

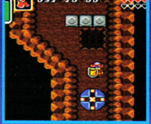


While traveling to the Tower of Hera, you can see a Piece of Heart on top of Spectacle Rock. Step on the Warp Tile and walk to where Spectacle Rock was located in the Light World. Use the Mirror to warp to the top of the rock.

IN THE HOLLOW TREE

After you defeat Agahnim, return to the trees the Bumpkin Brothers were cutting down near the Lost Woods. Dash into the tree closest to the Bumpkin house. The huge tree trunk is hollow. Climb inside the trunk and bomb the crack in the right wall. You'll find a Piece of Heart inside in hidden room.

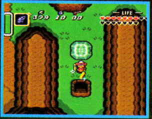
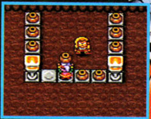
PAST THE BUMPER



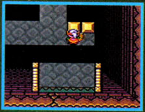
A sign in front of a cave in the Dark World proclaims that you can get a Piece of Heart if you wear the Magic Cape. Explore the cave and activate the Magic Cape as you approach the bumper. A Piece of Heart is waiting for you on the other side.

Q WHERE CAN I COLLECT LOTS OF RUPEES?

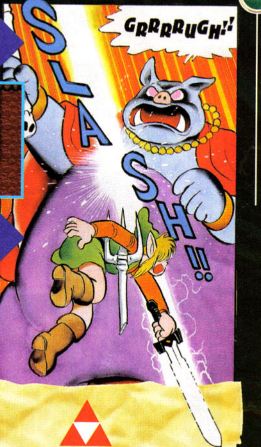
A Near the entrance to the Desert are two large rocks. Beneath one rock is a room with ten bottles. Take the Rupees beneath the bottles, then exit and reenter the room. You can collect 50 Rupees per visit.

Q HOW DO I JUMP THE GAP IN GANON'S TOWER?

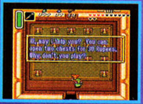


A On the third floor of Ganon's Tower, there is a small gap in front of a cracked wall. Stand below the blocks at the right and use the Dash attack to bounce backwards across the gap. Bomb the crack and enter a room containing Faeries. Use the Hookshot on the blocks to pull yourself back across the gap.


GRRRRUGH!!
SLASH!!

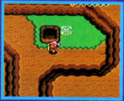
IN THE CHEST GAME

A small store in the Village of Outcasts offers a game of chance to any patron willing to part with 30 Rupees. Pay the shopkeeper and open any one of his sixteen chests. You get to keep the contents of the chest you pick. If you keep searching long enough, you'll find a Piece of Heart.



Hi, may I help you? You can open two chests for 30 Rupees. Why don't you play?

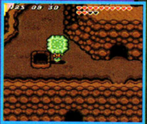
IN THE CORNER OF MISERY MIRE



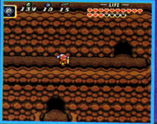
If you wander into the northeast corner of the Misery Mire, you'll arrive at the end of a box canyon. Activate your Magic Mirror in the dead end and warp back to the Light World. Lift the stone there and enter a secret cave. Push the blocks in the cave to get a Piece of Heart.

ACROSS THE INVISIBLE BRIDGE

Beneath a large boulder west of Turtle Rock is a secret cave filled with platforms and treasure chests. The platforms are linked by invisible bridges. Use the Ether Medallion or the Staff of Somaria to work your way through the cave to an island in the clouds and a Piece of Heart.



THE NARROW LEDGE ON DEATH MOUNTAIN



A narrow ledge connects the east and west sides of the Turtle Rock dungeon inside Death Mountain. Stand in front of the east cave entrance and use the Magic Mirror to warp back to the Light World.

A LEGENDARY CHALLENGE

AN UNDEFEATED RECORD

Can you go undefeated through an the entire game? After you defeat Ganon, the message, "Total Games Played" appears, followed by a three digit number. The number shows how many times you were defeated during your adventure. If you complete the game undefeated, the score will be zero. Ending with a perfect score is one of the toughest feats in Hyrule. To improve your chances, press Reset and resume play from your last save point when you're defeated. You can also stack the odds in your favor by keeping your Glass Bottles full of Red or Blue Potions.

It's unbelievable that you defeated my alterego, Agahnim the Dark Wizard, twice!

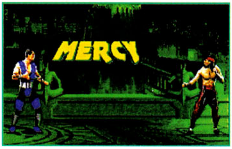
COUNSELORS' CORNER

MORTAL KOMBAT 3

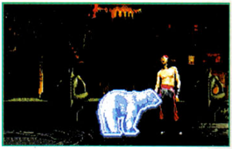
Ariane Serex

HOW DO I EXECUTE AN ANIMALITY?

Before you can perform an Animality you must show your opponent Mercy during the final round. To show Mercy, stand near the side of the screen and hold the Run Button, tap Down on the controller four times and release the Run Button. Your reeling opponent will regain some energy. The next time you stun your opponent, enter the code for your character's Animality move.



Besides showing Mercy, you must be standing in a specific location to execute the Animality. Experiment to find what works best for you.

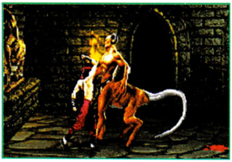


Every contestant in Mortal Kombat 3 possesses an Animality move. You can find Animality codes in Nintendo Power Volumes 80 and 82.

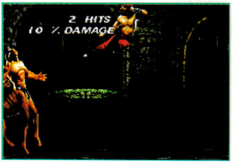
HOW DO I DEFEAT MOTARO?

There are several effective techniques for disposing of Motaro in Mortal Kombat 3. When fighting in the satyr's lair, make sure you're always on the move. As Motaro leaps toward you, hit him with an uppercut. You can unload a series of well-timed uppercuts when you back Motaro into a corner and wait for him to jump at you. If Motaro begins to teleport, jump and nail him with a quick kick. Finally, you can execute a combo attack if Motaro falls down. While Motaro rarely loses his balance, a combo attack damages him more than any other technique.

Keep on the move or you'll find out why nobody ever let Motaro play reindeer games.



You can usually counter Motaro's leaping charges with a perfectly timed uppercut.



If Motaro stumbles and tumbles, you might be able to capitalize with a brutal combo attack.

Super NES

BREATH OF FIRE II

WHERE DO I FIND BLEU?

Shaun Bloom

After freeing the Whale from the Whale Cove, you will eventually stumble upon Bleu's Desert Hideout on the southeastern shore of the continent. While Bleu isn't home, her house is occupied by spirits. Talk to all of the ghosts and return to Hometown. You will then find Bleu in the Magic School where you first encountered Nina. Look for her on the school's second floor.

Nobody is home at Bleu's Desert Hideout except for a few ghosts. Talk to all of them.

Bleu
「My name is Bleu.

After talking to the spirits, return to Hometown and talk to Bleu at the Magic School.

WHERE ARE THE WATER AND EARTH SHAMANS?

The Water and Earth Shamans are two of the toughest Shamans to find in Breath of Fire II. You won't find Seso, the Water Shaman, until you defeat Nimufu in her tower. Return to the tower's first floor and explore the passage on the left side of the tower. Solo, the Earth Shaman, visits you after you donate 2,000 gold pieces at Namanda. You must make the donation prior to defeating Evrai. Solo won't join your party if you defeat Evrai before donating the gold.

You can find the Water Shaman after you defeat Nimufu and explore the left side of the tower.

Would you donate 100 coins?
Yes No

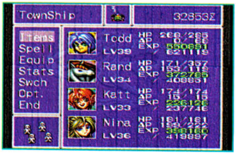
You must make a 2,000 gold piece donation at Namanda to encounter Solo, the Earth Shaman.

I am Solo The earth Shaman.

Return to the field behind Rand's Home to find Solo.

WHICH CHARACTERS MAKE THE BEST PARTY?

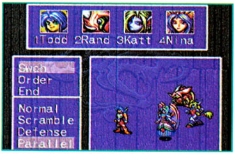
The mixture of magical powers and might make your Hero, Rand, Katt and Nina the best combination for victory in Breath of Fire II. While most players are content to build up character levels, you can complete the game in a shorter period of time by combining party members with various Shamans. Bond Rand with Seso, the Water Shaman, and Solo, the Earth Shaman. Combine Katt's physical strength with Sana, the Fire Shaman, and Shin, the Devil Shaman. Nina's magic is enhanced when she joins Spoo, the Wind Shaman, and Seny, the Holy Shaman.


TownShip
32853Z
Items
Spell
Equip
Stats
Swch
Opt.
End
Todd HP 268/285 AP 0/66 EXP 550891 LV39 / 621119
Rand HP 171/357 AP 153/119 EXP 372785 LV34 / 408851
Katt HP 174/174 AP 15/15 EXP 226126 LV33 / 237746
Nina HP 181/181 AP 199/222 EXP 398160 LV36 / 419897

Your Hero, Rand, Katt and Nina together have formidable physical and magical powers.

Granny
「Oh! ‥Look at yourself!

High levels are only one factor in a powerful party. The best parties possess Shaman skills.


1Todd 2Rand 3Katt 4Nina
Swch
Order
End
Normal
Scramble
Defense
Parallel

After combining with the Shamans, rearrange your party in the Parallel combat formation.

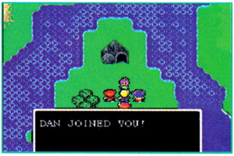
Super NES

SECRET OF THE STARS

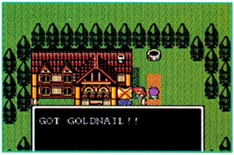
WHERE DO I FIND THE GOLDNAIL?

Shari Brown

The Goldnail is used to make the ships sail in Secret of the Stars. You can find it next to the Architect's House west of Old Hill, but only after Dan joins the Aqutallion party. Outside the house is an area under construction. Search the area outside the lower right corner of the house, near the yellow tarp with the red "X" on it. Return the Goldnail to Dynamite in Old Hill.


DAN JOINED YOU!

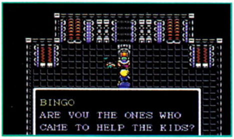
Looking for the Goldnail? Make sure Dan has joined your party before you search for it.


GOT GOLDNAIL!!

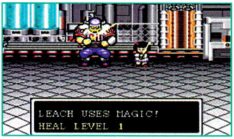
Search the construction site near the yellow tarp at the lower right corner of the house.

HOW DO I DEFEAT BINGO AND LEACH?

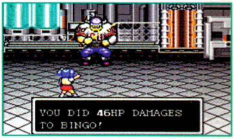
Bingo and Leach are a pair of toughs your party bumps into in one of last rooms in the Ringo House. You can find the house after venturing through a tunnel in the lower left house in Beegees. While Bingo looks like a brute, concentrate your attacks on little Leach first. Leach uses a powerful healing spell on Bingo, and any damage you inflict on the gridiron grinder will be erased by Leach's magic. Use your Heal magic on your party and attack with Fire or Freeze spells. If you're still encountering problems, make sure your character levels are at least to fourteen.


BINGO
ARE YOU THE ONES WHO
CAME TO HELP THE KIDS?

Bingo and Leach are holding a group of orphans for ransom. It's up to you to save the children.


LEACH USES MAGIC!
HEAL LEVEL 1

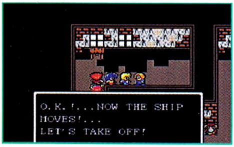
While Leach is weaker than Bingo, her powerful healing spells keep Bingo's hit points sky-high.


YOU DID 46HP DAMAGES
TO BINGO!

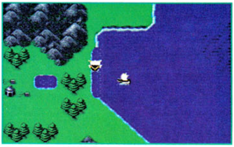
After defeating Leach, it's just a matter of time before Bingo fumbles short of a first down.

WHERE IS A GOOD PLACE TO BUILD LEVELS?

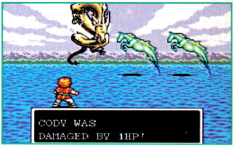
You won't come across any prime level-building locations until you venture out on the high seas in Secret of the Stars. Treacherous monsters lie submerged beneath the surface of the ocean, waiting for unsuspecting seafarers. If your character levels are around 25, you should have few problems defeating the beasts and racking up experience points. If your levels are below 25, keep your parties healthy with Heal spells and return to port often to rest and recover. To keep things relatively simple, both your Aqutallion and Kustera parties receive a ship when Dan joins your party and you return the Goldnail to Dynamite in Old Hill. Keep building levels until you're ready to complete the rest of the game.


O.K.!...NOW THE SHIP
MOVES!...
LET'S TAKE OFF!

You need a ship to defeat aquatic beasts. You won't receive a ship until you find the Goldnail.

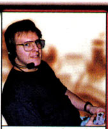


The best level-building opportunities are at sea, but low level parties should hug the coastline.


CODY WAS
DAMAGED BY 1HP!

As levels rise above 25, your parties require fewer Heal spells and Plums during combat.

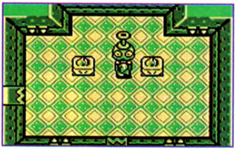
LINK'S AWAKENING



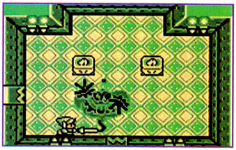
James Verhaeghe

HOW DO I DEFEAT THE GENIE?

Any dream of the Genie in Bottle Grotto is certainly a nightmare. Break the Genie's bottle by bouncing it up against the wall three times. Use the Power Bracelet to lift the heavy bottle. Avoid the Genie's fireballs and strike him as he reappears in random locations throughout the chamber. Defeating the Genie adds the Conch Horn to your musical inventory.



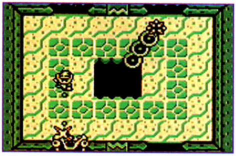
The Genie has a mean message in his bottle. Equip the bracelet and throw the bottle against the wall until it's ready for the recycle bin.



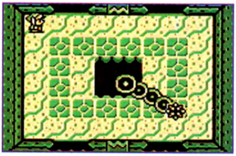
You can hurt the Genie once his bottle is broken, but he's a little upset that you're a home wrecker. Keep your distance and go for the safe shots.

HOW DO I DEFEAT THE SLIME EEL?

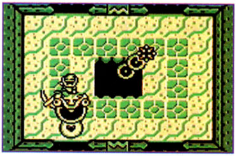
The Slime Eel slithers around the dark, wet chambers of the Catfish's Maw, the fourth maze you explore in Link's Awakening. You can stand in any of the four corners of the Slime Eel's chamber and never take a hit, but you won't inflict any damage on the Eel either. Use the Hookshot to pull the Eel out of his hole. After pulling the Eel with the Hookshot, take a few swings at the heart with your sword. Keep repeating this process until the Eel is truly heartless. When you defeat the Eel, a door leading to the next room will open. Enter it and pick up the Marimba.



The first step to defeating the Slime Eel is to fish out his decoy using the hookshot.



Any corner in the room is safe, but you won't defeat the Eel if you spend all your time hiding.



After you've pulled the Slime Eel from the wall, use your sword on the Eel's flashing heart.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

KILLER INSTINCT

Q: How do I change my character's color?
A: Press Up or Down on the Control Pad on the Player Select Screen.

Q: Are there Shadow Moves in the game?
A: No. Contrary to what the instruction manual says, the Shadow Moves were not included in the Super NES version of KI.

Q: When do I get the Eyedol code?
A: Finish the game on the most difficult level without using more than four continues.

BOOGERMAN

Q: What are the plungers for?
A: If you collect 30 plungers in a level, you receive an extra Boogerman.

Q: What are pimples for?
A: They're good for scoring bonus points and ruining your chances for a date.

Q: Where is Boogerman's life meter?
A: He doesn't have one. If his cape is red, he's at full strength. If the cape is yellow, he's one hit away from being toast.

THE GETAWAY

Q: How do I reach Video Mode?
A: The easiest method is to land in the tunnel after shifting to fourth gear.

Q: How do I shift gears?
A: Tap Up on the Control Pad when you see the message to shift.

Q: Is there more than one Game Over screen?
A: No. No matter how fast you go, you'll never escape the long arm of the law.

Nintendo NOW PLAYING

Your Power Guide To The Latest Releases

APRIL 1996

COLLEGE SLAM

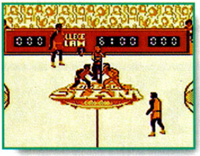
Game Boy

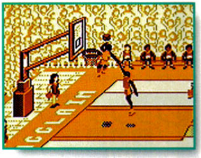
PASS WORD

Company ....Acclaim
Release Date ....March 1996
Memory Size ....4 Megabits

College Slam for Game Boy makes it to the final four in its class.

Acclaim's collegiate hoopster for Game Boy picks up where NBA Jam left off and earns an A for effort. The development team at Torus deserves credit for packing a fast-action, two-on-two game into the four megabits of the Game Boy Pak. The play control feels natural and responsive, which can be a major accomplishment for a Game Boy sports title. Once you choose your favorite college team, you pick two players from a five player roster. Each player's skill ratings help you decide on the best pair. Out on the court, the action is very similar to NBA Jam. You can play with power-ups such as bombs, temporary On Fire status, Speed Up, 3-Point upgrade and a monster jam from anywhere on the court. In the Season Matchup option, you play each team and continue up the ladder if you win. Passwords save your place on the ladder. Other modes include Practice, Head-to-Head, Semi Final, and Tournament Time. Game end stats include Field Goals, 3-Pointers, Dunks, Assists, Blocks, Steals and Rebounds. Forty of the top college teams compete for honors and so will you if you sign this letter of intent. Read over all the conditions in this month's review beginning on page 80.





+ Good speed. Real schools and logos. Fun options including CPU speed control and clone strategies. Passwords.

− No two-player option. No Super Game Boy enhancements.

DOOM

Super NES

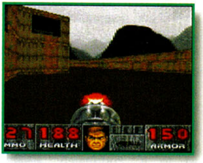
Company ....Williams Entertainment
Release Date ....September 1995
Memory Size ....16 Megabits
Requirements......XBand Modem

Doom the way it was meant to be played.

ICON KEY

- 1-PLAYER MODE
- MULTI-PLAYER ALTERNATING
- MULTI-PLAYER SIMULTANEOUS
- PASS WORD — PASS-WORD SYSTEM
- SAVE — BATTERY-BACKED MEMORY
- GAME LINK
- SUPER GAME BOY PALETTE 4D — SUPER GAME BOY ENHANCED
- FX SUPER — SUPER FX CHIP

Nintendo Power begins its coverage of XBand games in Now Playing with a look at the two-player mode for Doom, which players can access now over the XBand modem. Once you're connected to an opponent, a menu of the 22 levels of Doom appears. Players either agree on a selected battlefield or, if you can't agree, the network chooses one for you at random. In the game, you find yourself in the familiar base areas on Phobos, but the hordes of crazed aliens are missing or, rather, all that's left of them is hamburger heaps on the floor. Remember, Doom was rated Mature by the ESRB, which suggests that it is suitable for players who are 17 years old or above. Without aliens, your focus turns to your opponent. It's just the two of you, racing to collect the best weapons and armor in the stage, then hunting down the other player. Players with a detailed knowledge of the area have a huge advantage, both in equipping themselves and in waylaying their opponents. Although this version of Doom is still in test mode, and we did encounter a few bugs, it's very playable and lots of fun. We also found enough Doom opponents on-line so that we seldom had to wait to connect.



⊕ Good excitement factor. Good graphics and no on-line delay.

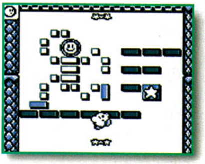
⊖ A few bugs are still present. No recap or victory screen.

KIRBY'S BLOCK BALL

Company ....Nintendo
Release Date ....April 1996
Memory Size ....8 Megabits

Kirby's back on the ball.

Never has so much memory been placed in this size game. Kirby's Block Ball squeezes eight hulking megabits into a petite Game Boy Pak. The basic game will remind players of Outbreak. You control paddles to keep a ball in play. When the ball hits a block, the block is destroyed. The most entertaining innovation in Block Ball is launching Kirby into the fray to gobble up unbreakable blocks. As you progress through the stages, variations in play fields and paddle locations make the game challenging and fun. Within a few stages, you'll forget all about Outbreak, because Kirby's Block Ball will have you frantically batting back balls with paddles on all four walls. Check out the Kirby review in this month's Power.



⊕ Great fun with plenty of stages and bonus areas.

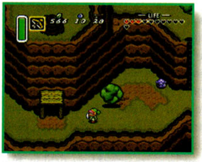
⊖ Where did all that memory go?

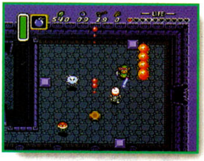
THE LEGEND OF ZELDA: A LINK TO THE PAST

Company ....Nintendo
Re-release Date ..April 1996
Memory Size ....8 Megabits

Nintendo brings back one of the best adventure games ever for the Super NES.

Hard as it may be to believe, some people have never played Legend of Zelda: A Link To The Past. Now is their big chance. Nintendo is rereleasing the smash hit for the Super NES this spring. Although the packaging is new and the price is a low $34.99, the game inside the package remains intact. Link, the hero of Hyrule from the NES games, The Legend of Zelda and Link's Adventures, returns to battle Ganon one more time. The overhead view gives players total freedom to explore, solve puzzles and fight baddies. As in all Zelda games, the idea is to go everywhere, push on rocks, cut down bushes, talk to people and get into the dungeons where special weapons and items can be found. Shigeru Miyamoto's direction made this one of the most anticipated Super NES games of all time, and it was worth the wait. If you still haven't played A Link to the Past, don't miss the chance a second time. This is a game every player should experience. This month, Power answers frequently asked questions—and makes some intriguing challenges.





⊕ Great game play. Excellent graphics and sound. Great price.

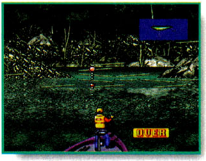
⊖ You'll want even more.

MARK DAVIS' THE FISHING MASTER

Company ....Natsume
Release Date ....April
Memory Size ....16 Megabits

Natsume hooks up with the best bassman in the country, Mark Davis.

Natsume delayed releasing its entry into the Super NES bass wars until now, when the other contestants have been out on the lake for a long time. This clever tactic means that Mark Davis' The Fishing Master will be easy to hook into this spring while other games may be hard to find. The newest basser features 1995 BASS Master Classic champion and B.A.S.S. Angler of the Year award winner Mark Davis, the only angler in galactic history ever to accomplish both feats in the same year. Davis helped develop this game, and he added his own advice and voice to the mix. What sets Mark Davis' The Fishing Master apart from the rest of the bass school is that you don't get any unrealistic underwater views in which you toy with the fish by dragging the lure in front of its nose. As in real fishing, the lake is inscrutable and the fish are invisible unless they leap into the air. The game is also fisherman friendly. Catching fish is a breeze. The screen shows both the angler and the lure until the fish is hooked. Once the lure is in the water, the bass—if there are any in the area—will bite. One button sets the hook, then you real in your catch. According to Natsume, Mark Davis insists that this is what happens in tournament bass fishing, but for video anglers who want a challenge and an unrealistic battle just for the fun of it, they won't get it here. Instead, the challenge is in finding the big lunkers and adding enough weight to your pile of fish to pin down that elusive championship trophy.



+ Nice and simple. You don't have to wait hours for a strike. No unrealistic fishy views.

− The fish don't fight. Lack of challenge and variety.

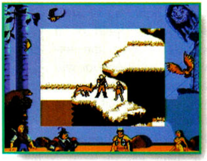
POCAHONTAS

Game Boy

Company ....**Black Pearl**
Release Date ....**March 1996**
Memory Size ....**4 Megabits**

Pocahontas steps out of the Disney film and into a Super Game Boy Pak from Black Pearl.

Princess Pocahontas may have a thing or two to learn about English colonists, but she has the local wild animals scoped. In this Game Boy title, the Disney character and her furry friend, Meeko, set out to stop the settlers from digging up the land for gold. Who will help the Powhatan girl? Who else but her friends, the otter, the deer, the bear and the squirrel. Pocahontas learns skills from the animals after she helps them, and those skills help her progress on her quest to achieve a peaceful harmony between Powhatan and settler. Unfortunately, the development team failed to achieve that same harmony in the play control and design of the game. Pocahontas's actions are awkward and often unintuitive. Puzzles are often illogical. In the end, the game could be a frustrating experience, especially for the younger players who will be most attracted to it. Fortunately, Power's review should provide enough tips to get you out of the woods.



+ Good animation. Good themes.

− Play control challenged. Difficult to tell foregrounds from backgrounds.

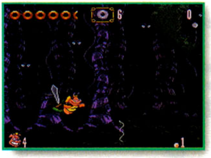
POWER PIGGS OF THE DARK AGE

Super NES

Company ....**Titus**
Release Date ....**April 1996**
Memory Size ....**8 Megabits**

Pigs do fly in this farcical fairytale from Titus.

Not all is well at the Dark Age Donut Shop. It seems that a rude wizard wants to overrun the kingdom, and the only thing stopping him is the courage and donut supply of a pig named Bruno. Titus once again cooks up a clever, fun action romp in the European tradition of platform games. Power Piggs may not have the incredible graphics of Donkey Kong Country 2 or the outrageousness of Earthworm Jim 2, but it has lots of areas to explore and items to find. Bruno, your main pig, swings a huge sword and throws damaging donuts. He also has a butt slam move for crashing through crates, and he can float like a feather when he jumps into an updraft. Unlike most side-scrolling platform games, Piggs provides a plentitude of hidden tunnels and extended maps that reach up into trees or castles, depending on which of the nine areas of the game you find



ICON KEY
1-PLAYER MODE
MULTI-PLAYER ALTERNATING
MULTI-PLAYER SIMULTANEOUS
PASS-WORD SYSTEM
BATTERY-BACKED MEMORY
GAME LINK
SUPER GAME BOY ENHANCED
SUPER FX CHIP

yourself in. With a name like Power Piggs, how can we help but love it? Nintendo Power points out all the oinks in the review this month.

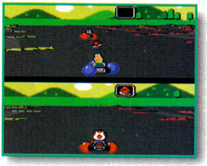
⊕ Fun and fairly challenging. Good theme. Cool moves.

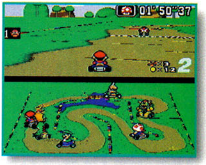
⊖ Passwords are few and far between. Hit detection is poor. Some jumps are nearly impossible.

SUPER MARIO KART

Company ....**Nintendo**
Release Date ....**April 1996**
Memory Size.......**16 Megabits**

It's a race, a battle, and a whole lot more. It's Super Mario Kart, back again.





Super Mario Kart, one of the best-selling Super NES games of all time, returns to the stores this spring at a special suggested manufacturer's price of $34.99. The action on the race track is just as much fun as it was when the game was first released back in 1992. The racers include Yoshi, Mario, Luigi, Princess Toadstool, Bowser, Toad, Donkey Kong Jr. and Koopa Troopa. Karts come in three sizes: the tiny 50cc buggies, the middle-sized 100cc cars and the hot 150cc racers. You can also race in one of four circuits, including the Mushroom Cup, Flower Cup, Star Cup and Special Cup. Each circuit contains five races on different tracks of five laps. Standings are tallied after every race. What makes the races particularly fun is that you have items like Koopa shells and banana peels to waylay your opponents. If you win the championship, you'll be able to race on even more powerful karts. In the two-player mode, Kartestants can play the circuits, Match Mode, which takes place on regular courses, or Battle Mode, in which you face off against your opponent in a maze course. Recently, Catapult has put Super Mario Kart on the XBand game network. If you link up, you can take on opponents in two Match Mode races or two Battle Mode contests.

⊕ Great fun for one or two players. Excellent play control. Lots of replay value. XBand two-player contests. New, low price.

⊖ Mode 7 graphics can be a little overwhelming for some players.

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
🟣 COLLEGE SLAM	3.3	3.6	3.5	3.1	✪	K-A	BASKETBALL
🟣 KIRBY'S BLOCK BALL	3.4	3.5	4.0	3.9	☆★✭✫✳✪	K-A	ACTION
🟢 LEGEND OF ZELDA: A LINK TO THE PAST	4.7	4.3	4.8	4.9	☆★✭✫✪✳	NR	ADVENTURE
🟢 MARK DAVIS' THE FISHING MASTER	3.0	2.9	3.0	3.1		K-A	FISHING
🟣 POCAHONTAS	3.3	2.3	2.9	3.1		K-A	ACTION
🟢 POWER PIGGS OF THE DARK AGE	2.9	3.1	3.1	3.0		K-A	ACTION
🟢 SUPER MARIO KART	4.1	3.9	4.2	4.2	✪☆★✭✫✳	NR	RACING

POWER METER The Power Meter ratings are derived from evaluations on a five-point scale, with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY 🟢 ---SUPER NES 🟣 ---GAME BOY 🔴 ---VIRTUAL BOY

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

✪ **Scott**
Sports, Simulations, Adventures
★ **Leslie**
RPGs, Puzzles, Adventures
☆ **Jeff**
Action, Sports, Fighting
✭ **Henry**
Fighting, Action, Sports
✳ **Dan**
Action, Adventures, Puzzles
✫ **Terry**
RPGs, Simulations, Sports

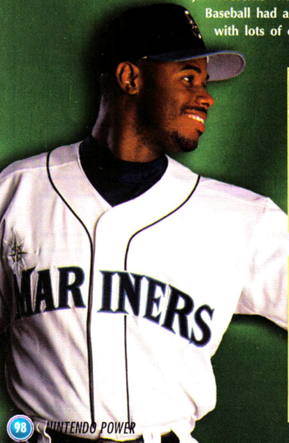
IDSA Ratings These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

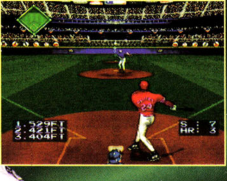
KEN GRIFFEY JR.'S WINNING RUN

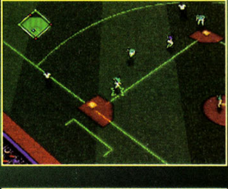
Baseball season is underway and Ken Griffey Jr.'s Winning Run is rounding the bases toward home plate. The second Super NES game to bear the name of the Mariner center fielder arrives from the graphics gurus at Rare and Nintendo. The result is nothing short of spectacular. Using ACM techniques such as those made famous in Donkey Kong Country 2, Winning Run models real stadiums and super realistic player animations. Since Power's first report on this game in January, the AI and features have really started coming together. Now, even at about 80% completion, Winning Run plays like a first rate baseball game with perhaps the finest fielding of any video baseball game to date. Intuitive controls and smart computer assistance put you in control on every play. Pitching feels realistic and very strategic. You have to think, as well as throw, your way past the sluggers. As for the play at the plate, you have to have a sharp eye and excellent timing. The original Ken Griffey Jr. Presents Major League Baseball had an arcade feel with lots of comic animations. This game has a more serious tone. Although players may break a bat in frustration, they look far more realistic doing it. The phenomenal sound effects include vendors calling out for peanuts and hot dogs, not to mention the sound of cracking bats and the sound of a wild pitch pegging a batter in the thigh. With Major League teams and logos, great on-field action and plenty of stats, Winning Run is lacking only the full roster of players. But that's only one strike, and Winning Run flies over the wall with its playability and realism.

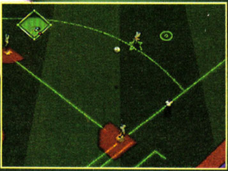
NEWS SOURCE Extra

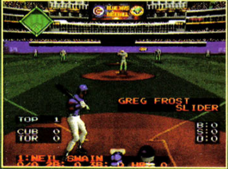
PUBLISHER — Nintendo
DEVELOPER — Rare Ltd.
LICENSES — Major League Baseball, Ken Griffey Jr
MEMORY — 32 Megabits
SAVE FEATURE — Battery





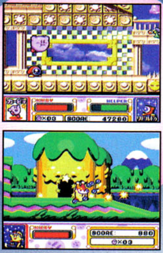






KIRBY'S SUPER DELUXE

The amazing pink vacuum will appear shortly in a unique, multi-game format in Japan. Kirby's Super Deluxe contains eight games in all, including five adventure games similar to Kirby's Adventures and three specialty games. The special contests range from the strange to the familiar. In one mode, Kirby races against King Dedede on a track filled with items. In Megaton Punch, Kirby and another character compete at brick-bashing with sledge hammers. In the final contest, your reaction time is tested in hundredths of a second as you try to get the first hit against super speedy opponents. All three games are fun diversions, but most of the 32-megabit game is devoted to adventure. Kirby huffs, puffs, sucks and spews in stages filled with edible enemies. Power-up costumes change Kirby's abilities so that he becomes more than just a bag of wind. You can play a two-player mode, as well, in which the second player follows Kirby until he uses a power-up. At that point, the second player becomes the power-up. All of the adventure stages are new, but they contain sights familiar to Kirby fans such as the Whispering Woods. It's fast, fun and 100% Kirby, which means you don't have to be a gaming ace to reach the end of most of the games.



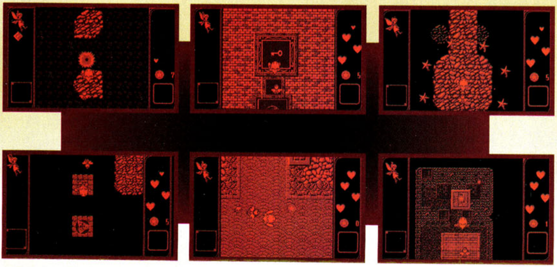
"Five adventure games...and three specialty games."

DRAGON HOPPER

Dragon Hopper for Virtual Boy just hopped across the Pacific from Japan where it is still in development and where it is being called Jump Dragon. In fact, the game is all about a jumping dragon, whom you control through multi-level stages of action. Players will also find adventure elements in Dragon Hopper as they explore the levels, talk to helpful creatures and battle minor foes and guardians. But the big thrill is the jumping. Your dragon leaps amazingly high to reach platforms and new areas, or drops down to hidden areas of stages that appear through holes or at the ends of paths. You have to look everywhere, collecting stars and other items, before heading to the end of the level. Dragon Hopper has a real 3-D feel, not only in the graphics, but also in the game play. No final release date has been set, but Dragon Hopper should be released this summer.

NEWS SOURCE Extra

PUBLISHER — Nintendo
MEMORY — 16 Megabits
RELEASE DATE — Summer '96
SAVE FEATURE — Battery
SYSTEM — Virtual Boy

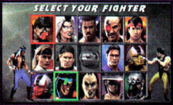


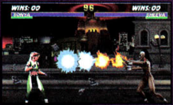
ULTIMATE MORTAL KOMBAT 3

The news out of Williams Entertainment is that the greatest thing since MK 3 to hit the arcades will also hit the Super NES this coming fall. Ultimate Mortal Kombat 3 should rock the scales with 16 kombatants, including four returning characters from MK II: Kitana, Jade, Scorpion and Reptile. You'll also get new backgrounds, hidden characters, special moves and more. These shots, taken from the arcade game, show some of the hottest new stages. The game also includes smooth combo action and hot new Kombat Kodes with ten digit passwords. The next chapter in MK history begins in October or November.

NEWS SOURCE Extra

Publisher — Williams Entertainment
System — Arcade/Super NES
Characters — 16
New Backgrounds — Desert, Cavern, Waterfront, and Inferno


SELECT YOUR FIGHTER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96
WINS: 00
SONYA
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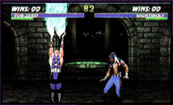
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82
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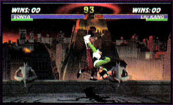
SUB-ZERO
NIGHTWOLF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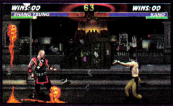
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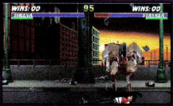
KANO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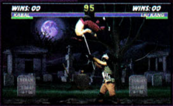
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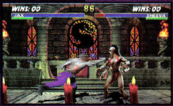
KABAL
LIU KANG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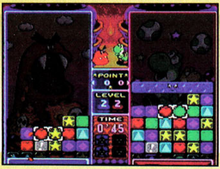
WINS: 00
JAX
SHEEVA

TETRIS ATTACK

Last month we introduced you to Tetris Attack, a new puzzle game coming to the Super NES from Nintendo. This month, we have the first screen shots of the revamped game with characters from Yoshi's Island appearing in the backgrounds. The game itself uses colored tiles that shift laterally to form horizontal and vertical groups of three or more. The fast action game features lots of options and modes, including two-player matches, puzzles and learning modes for beginners or advanced players. Passwords allow you to resume games from your highest level. You can even set the AI of your computer opponent in the one-player vs. computer mode. This may well be the best puzzle game since Dr. Mario, so keep an eye out for it this summer.

NEWS SOURCE Extra

Publisher — Nintendo
Release Date — June '96
Memory — 8 Megabits
Puzzle Mode — 60+ levels
One-Player Mode — 5 stages


POINT
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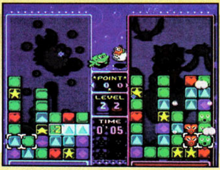
LEVEL
2 2
TIME
0'45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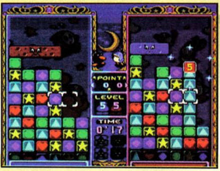
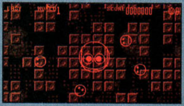
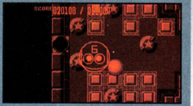
LEVEL
2 2
TIME
0'05

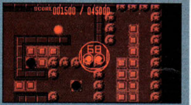

POINT
0 0
LEVEL
5 5
TIME
0'17

BOUND HIGH

You may have heard the old adage, "what goes up must come down." Now, that concept has been turned into a game for Virtual Boy that is full of ups and downs. The four games included in Bound High all involve a bouncy, round character named Chalvo who must bounce off solid surfaces or fall forever into space. Sometimes, the solid surface below Chalvo is a block that vanishes after one hit, while other times it is an enemy that gets squashed. In every case, the trick is in guiding Chalvo to land on targets. It isn't easy. In the main game, The Adventure of Chalvo, you pass through a variety of stages where you'll be faced with new challenges, different platform formations and guardian characters. In the Score Attack mode, you try to get the highest score in the universe. The Random Game plops Chalvo down in random stages—some easy, some not. Finally, the Pocket and Cushion game is sort of a cross between billiards and miniature golf. You aim Chalvo at a ball that is lying on a course with a hole in it. Your goal is to knock the ball into the hole within a limited time. It is one of the most fiendish game designs we've ever seen. You can see it later this summer when Bound High is released.





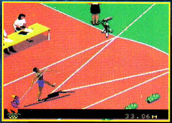


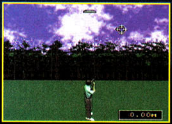
NEWS SOURCE Extra

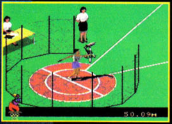
Publisher — Nintendo
Developer — Japan System Supply
Memory — 16 Megabits
Save Feature — Passwords
Play Modes — 4 one-player modes

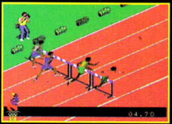
OLYMPIC SUMMER GAMES

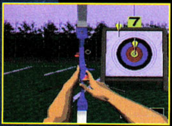
The Olympic torch passed through the Pak Watch office the other day in the form of an early version of Olympic Summer Games for the Super NES. The producer of the game warned us not to expect too much at this stage, but we were pleasantly surprised that the play control for the ten events made sense and was consistent from event to event. (The problem with many multi-event games has been the bizarre play control, which is often different for every event.) The events included for the video version of the Atlanta games are: 100-Meter Dash, 110 High Hurdles, Long Jump, High Jump, Triple Jump, Archery, Discus, Javelin, Skeet Shooting and Pole Vault. In all of the events, the running or leg motion is controlled by pressing the A and B buttons repeatedly. You have to have stamina to win these contests against the computer, but there's a four-player alternating mode in which you can compete against friends for more excitement. Although the summer games begin in July, you'll be able to practice at home beginning in May or June.

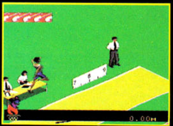












NEWS SOURCE Extra

Publisher — Black Pearl
Events — 10
Modes — 1-4 players alternating
Special — The game includes Olympic records for you to beat

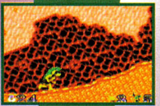
INSIDER UPDATE

GAMES ON THE GO

Black Pearl's Olympic Summer Games for Game Boy includes the same events as the Super NES version and, surprisingly, virtually the same play control. The result is a very playable, ten-event mini Olympics. You can play each event, sort of like a decathlon, or practice individual events. Just as in the Super NES version, the Game Boy Olympics contains Olympic records that you can try to better. The Super Game Boy enhancements are great, although the music sounds like a direct catch from Bass Masters Classic. If you're planning on being an Olympic junkie this summer, Summer Olympic Games for Game Boy will be a great way to keep the action going non-stop.

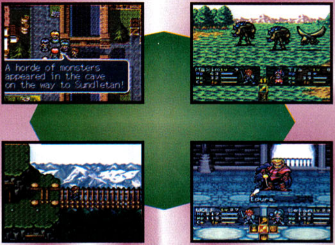
GET YOUR MOHAWKS HERE

In a unique promotion inspired by the upcoming game, Mohawk & Headphone Jack, T•HQ plans to go on the road this summer with a traveling video game/barber shop where you can play M&H while having your own hair chopped into a Mohawk. Although the game's most visible feature may be the colorful hair style of the main characters, it includes some unique game play elements, also, as reported several months ago in Pak Watch. The most radical feature is the layout of the stages, each like the inside of a cave with shifting gravity. The most recent version of the game received at Pak Watch has improved background graphics and scrolling. It looks and plays very sharp, and so will you if you catch the tour.



LUFIA RETURNS

As a reminder to all RPG and adventure fans, your Pak Watch editors wish to point out that the release of Lufia II from Natsume has been announced for the Super NES. For more details on the game, turn to this month's Epic Center.



A horde of monsters appeared in the cave on the way to Sundletan!

BETTER BASS

The school of bass continues to grow with the second Bass Master from T•HQ due to be released this summer. Bass Master Classic 2 reportedly contains stunningly realistic graphics of fish, equipment and the underwater environment. The developers have retained the same lure-cam perspective for spying on the fish, but they've also split the screen to show the action above water. This may not sound like fun to those who crave action, but to the hundreds of thousands of bass fanatics, nothing could be better than kicking back with a bucket of worms in the comfort of their own homes. In our continuing effort to serve up the best bass in town, Pak Watch will soon play-test an early version of this game.

BRAIN LOCK

Long time readers of Nintendo Power may remember that we reported on an action puzzle game from Titus several years ago. The game, called The Brainies, involves moving hairy aliens around until you get them onto sleeping pads. Obstacles, bombs and the constant motion of the Brainies themselves work against you, but if you use your brain...well, you get the picture. Titus has decided that the time is right, finally, for the Brainies to be unleashed on the public, and you should see them in your neighborhood this May.

THE BRAINIES

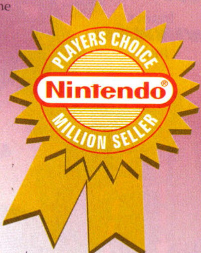
TIME
JOKER
SCORE
LEVEL
0
0000
45

CLOSED ICE

Disappointing news for hockey fans: Williams Entertainment has decided not to complete development of Open Ice for the Super NES. Originally, Williams planned to have the home version of the arcade hit ready for release this fall, but interest in the project waned over the past few months. Sources at Williams cited insufficient consumer interest in hockey as one of the reasons that guided their decision. Sounds like cold feet to us.

PLAYERS' CHOICE SERIES

As reported earlier in Pak Watch, Nintendo of America plans to re-release several of the most popular Super NES games of all time beginning this summer. You'll recognize those titles by the Players' Choice logo that appears on the box. Although the packaging of the games will be new, the games themselves will be identical to the games released previously. The biggest difference will be a new, lower price. Don't be surprised if you see re-releases of older Game Boy titles in the Players' Choice series later in the year.



THE MISSION

The upcoming Mission Impossible game for the Nintendo 64 includes several unique features, such as floating cameras, multiple-character action, and sophisticated AI developed by Ocean. The 3-D environment of the N64 allows the design team to create cinematically dramatic perspectives to enhance the action of the game. Potentially even more interesting is the design of the game, which requires a team of characters to work together to carry out missions. The developers at Ocean describe this as a completely interactive, 3-D spy simulation with missions that take many forms. Players must manipulate characters and practice some types of subterfuge in order to achieve the missions' goals. For example, characters may have to don disguises in order to fool security guards, and players may even have to switch characters to use a code to break into an office. It sounds very cool, but the coolest sounds may be the Mission Impossible theme music. Next fall, we'll see and hear it all.

RELEASE FORECAST

Super NES

BASS MASTER II	SUMMER '96
KEN GRIFFEY JR.'S WINNING RUN	SUMMER '96
KIRBY'S SUPER DELUXE	SUMMER '96
LOBO	SPRING '96
THE LOST VIKINGS II	FALL '96
MAUI MALLARD	FALL '96
MOHAWK & HEADPHONE JACK	SPRING '96
1996 OLYMPIC SPORTS	SPRING '96
PINOCCHIO	FALL '96
ROAD RASH	FALL '96
SUPER MARIO KART	SPRING '96
SUPER MARIO RPG	SPRING '96
ULTIMATE MORTAL KOMBAT 3	FALL '96

Game Boy

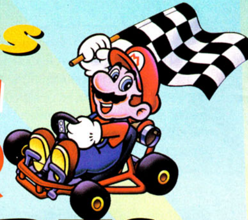
KIRBY'S BLOCK BALL	SPRING '96
NHL '96	SPRING '96
1996 OLYMPIC SPORTS	SPRING '96

Virtual Boy

BOUND HIGH	SUMMER '96
DRAGON HOPPER	SUMMER '96
VIRTUAL FISHING	FALL '96

PLAYERS' POLL CONTEST

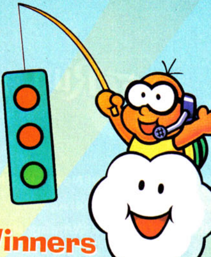
Go Bananas With Your Own SUPER MARIO KARTS



Grand Prize

- A pair of Karts, complete with safety cages and custom helmets
- Super Mario Kart for your Super NES
- 10 pounds of Bananas!

STEP 1
Insert WINNER here
STEP 2
Insert WINNER here
SUPER MARIO KART
SUPER MARIO KART



5 Winners

Second Prize

- **Nikko Flashback Radio Controlled Racers!**
- **Super Mario Kart for your Super NES**

50 Winners

Third Prize

- **Nintendo Power T-shirts**

Sport the new colors of team Power!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 83, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 83
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person. All entries must be postmarked no later than May 1, 1996. We are not responsible for lost or misdirected mail.

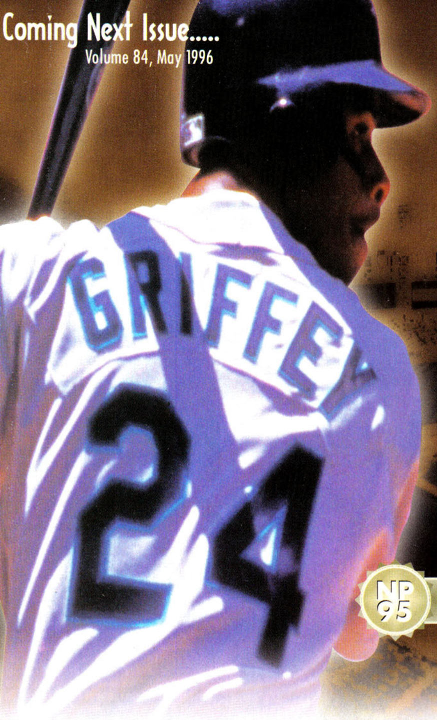
On or about May 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after May 31, 1996.

GRAND PRIZE: The Grand Prize Winner will win two 3.5 hp go-carts with safety cages and helmets. Actual go-carts and helmets may vary from those pictured here. The winner must provide a written release to NOA. If the winner is under 18, the prize must be accepted by a parent or legal guardian. Estimated total value of all prizes is $4,000. Some restrictions apply.

Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 84, May 1996



KEN GRIFFEY JR.'S Winning Run

Get ready for the big show! Next month we'll have major-league coverage—12 pages!—of Ken Griffey Jr.'s Winning Run.

THE MAKING OF DOOM N64

In May, we'll go behind the scenes at Williams Entertainment to look at the making of the N64 version of Doom. It promises to be the hottest take yet on the classic battle game.

We can't wait—and neither should you! In our next issue, we'll preview all the games that will be making headlines at E3.

NP 95 POWER AWARD RESULTS

The ballots are in and the votes are tallied. Check in next month to see who scored the statuettes in the 1995's Power Awards.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Ardy Lightfoot
7. Bass Master II
8. Bass Masters Classic
9. Bassin's Black Bass with Hank Parker
10. Batman Forever
11. Big Sky Trooper
12. Blackthorne
13. Boogerman
14. Breath of Fire II
15. Brett Hull Hockey '95
16. Brutal: Paws of Fury
17. Bust A Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. College Slam
22. Cutthroat Island
23. Demolition Man
24. Demon's Crest
25. Dirt Trax FX
26. Disney's Aladdin
27. Donkey Kong Country
28. Donkey Kong Country 2: Diddy's Kong Quest
29. Doom
30. Dragon: The Bruce Lee Story
31. Dragon View
32. Dragon Warrior VI
33. Drop Zone
34. EarthBound
35. Earthworm Jim
36. Earthworm Jim 2
37. Emmitt Smith Football
38. Fatal Fury Special
39. FIFA International Soccer
40. FIFA International Soccer '96
41. Final Fantasy II
42. Final Fantasy III
43. Final Fight 3
44. Frank Thomas Big Hurt Baseball
45. Frantic Flea
46. Godzilla: Destroy All Monsters
47. GridIron Glory
48. Home Improvement
49. Illusion of Gaia
50. Indiana Jones' Greatest Adventures
51. Jimmy Houston's Bass Tournament USA
52. Judge Dredd
53. Jungle Strike
54. Jurassic Park 2
55. Justice League Task Force
56. Kawasaki Super Bike Challenge
57. Ken Griffey Jr. Presents: MLB
58. Ken Griffey Jr. 's Winning Run
59. Killer Instinct
60. King Arthur & The Knights of Justice
61. Kirby's Dream Course
62. The Legend of Zelda: A Link to the Past
63. Lemmings 2
64. The Lion King
65. Lobo
66. Looney Tunes B-ball
67. The Lost Vikings
68. The Lost Vikings II
69. Madden NFL '96
70. Mario Paint
71. Mark Davis' The Fishing Master
72. The Mask
73. Maui Mallard
74. Mechwarrior 3050
75. Mega Man X
76. Mega Man X2
77. Mega Man X3
78. Mega Man 7
79. Metal Warriors
80. Mickey Mania
81. Might & Magic III: Isles of Terra
82. Mighty Morphin Power Rangers: The Movie
83. Mohawk & Headphone Jack
84. Mortal Kombat
85. Mortal Kombat II
86. Mortal Kombat 3
87. Mutant Chronicles: Doom Troopers
88. NBA Give 'n Go
89. NBA Jam
90. NBA Jam Tournament Edition
91. NBA Live '95
92. NBA Live '96
93. NFL Quarterback Club '96
94. NHL '95
95. NHL '96
96. NHL Stanley Cup
97. Ninja Gaiden Trilogy
98. Nosferatu
99. Ogre Battle
100. PGA European Tour
101. PGA Tour '96
102. The Phantom 2040
103. Pitfall: The Mayan Adventure
104. Power Piggs of the Dark Age
105. Prehistorik Man
106. Primal Rage
107. P. T. O. II
108. Revolution X
109. Road Rash
110. RoboTrek
111. Romance of the Three Kingdoms IV
112. Samurai Shodown
113. Scooby Doo Mystery
114. Secret of Evermore
115. Secret of Mana
116. SimCity
117. Sink or Swim
118. The Smurfs
119. Spawn
120. Spider-Man & Venom Maximum Carnage
121. Spider-Man:The Animated Series
122. Super Mario Kart
123. Super Mario RPG
124. Star Trek: Deep Space Nine
125. Star Trek: Star Fleet Academy
126. Star Fox
127. StarGate
128. Street Fighter II Turbo
129. Stunt Race FX
130. Super Bomberman 2
131. Super Mario All-Stars
132. Super Mario Kart
133. Super Mario RPG
134. Super Mario World 2: Yoshi's Island
135. Super Metroid
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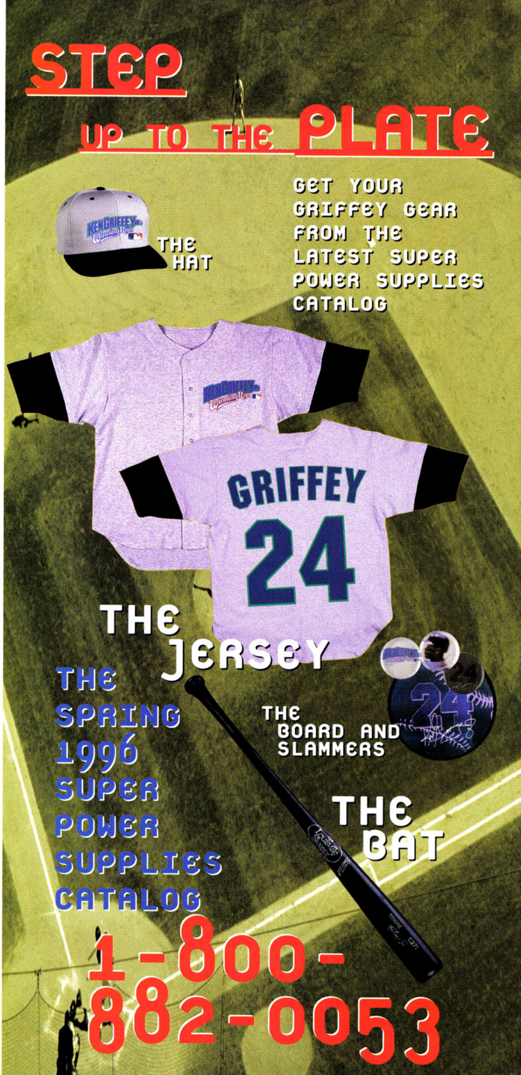
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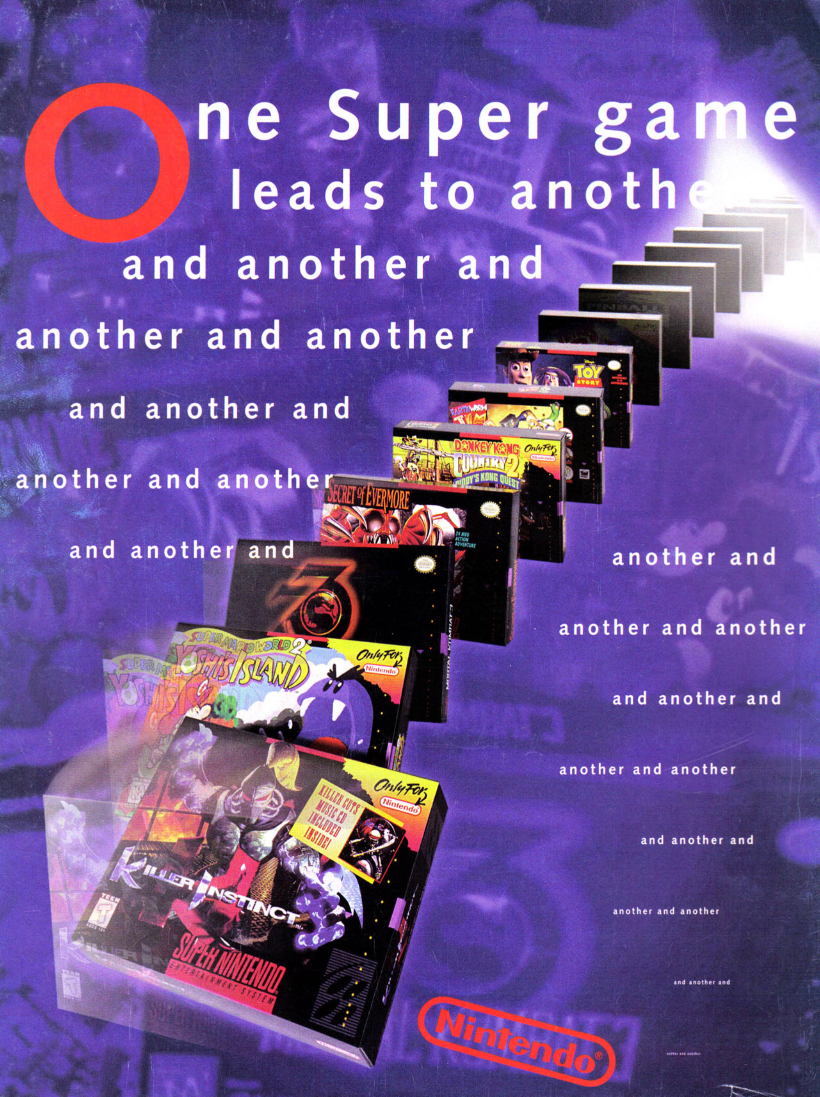
One Super game
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